

DISCLAIMER

I do not own the copyright of any of this material. It has been assembled into a PDF for the sole purpose of preserving these newsletters for fellow Ral Partha collectors and enthusiasts.

The *Partha Pipeline* was an irregular newsletter sent to Partha customers throughout the 1980s, featuring news, images of new miniatures, letters, and artwork. The *War Bulletin* was a support newsletter for Ral Partha's **Chaos Wars** game, and included new rules, characters, and scenarios. Most of the excellent artwork and comics featured within were drawn by Bill Neff, the head of the Partha art department at the time.

I was a big fan of Ral Partha throughout the 1980s, and eventually worked for them as a miniature sculptor in the 1990s. These issues were scanned from my personal collection, and I expect that there were other issues that printed that I do not have. If you have a copy of an issue of the *Partha Pipeline* or *War Bulletin* that is not included here, please contact me so we can scan it and share it with our fellow Partha fans! I can be contacted at: fitz4711@sbcglobal.net

Enjoy this little trip through the long-lost history of Ral Partha!

-Chris FitzPatrick

The PARTHA PIPELINE



W.R. NEFF '83

THE TRUTH CAN NOW BE TOLD!!

In the Fall of 1983, at a small adventure gaming convention in southern Ohio, an amazing discovery was made by several young and inexperienced role-playing gamers -- a discovery which, after months of research, can only now be announced to the public!

HAVING A RAL PARTHA BLISTERCARD IN YOUR BACK POCKET WILL BRING YOU GOOD LUCK.

Our researchers absolutely insist it's true! Both in role-playing and in board games -- indeed, even in everyday life -- the benefits of carrying this silly bit of cardboard have made themselves felt time and again. Gamers buy a Ral Partha figure, open the blistercard, stick the used blistercard in their back pockets -- and the most amazing things happen! Seemingly hopeless tactical situations suddenly turn themselves around. The French triumph at Waterloo! The Normandy Invasion bogs down in the mud! The Argentines snatch the Falkland Islands for keeps! Antony makes Octavian live to regret Actium!

Try it for yourself. The next time you buy a Ral Partha figure, keep the used blistercard and never let it leave your pocket. If one doesn't work, try two! Our research suggests that the charm works best when the card matches the game you're playing. For instance, when re-enacting the War of the Ring, you'll need a "Personalities," "Collector Series," or similar fantasy-related blistercard. When battling the Zulus at Roarke's Drift, on the other hand, you'll need one of our "Colonials" cards; and when you're in the heat of a re-enactment of the Third Punic

War, you'll do well to tuck a grey "Historicals" card away.

Who can say what enormous effect this discovery might have had on human history had it been made earlier? Who knows but what we might have seen these grateful testimonials throughout history...

"Before I carried this wrinkled old *Historicals* blistercard in my tunic pocket, I didn't know strategies from strawberries! I stuffed that sucker in there and the rest, as they say, is history..."

Erwin Rommel
North Africa

"I was just another pretty face until I stuck this old Ral Partha Fantasy Collector Series blistercard in my helm. Ever since then, I've had all the breaks!"

Sir Launcelot Dulac
Camelot

"Those crazy Germans really had me on the ropes until I found this *Hoplites* blistercard on the ground and jammed it in my back pocket. Now I kick 'em like the dogs they are."

Quintilius Varus
Teutoburger Wald

JUST A FRIENDLY REMINDER...

If you have not yet joined the Ral Partha Collector's Club, it is not too late to

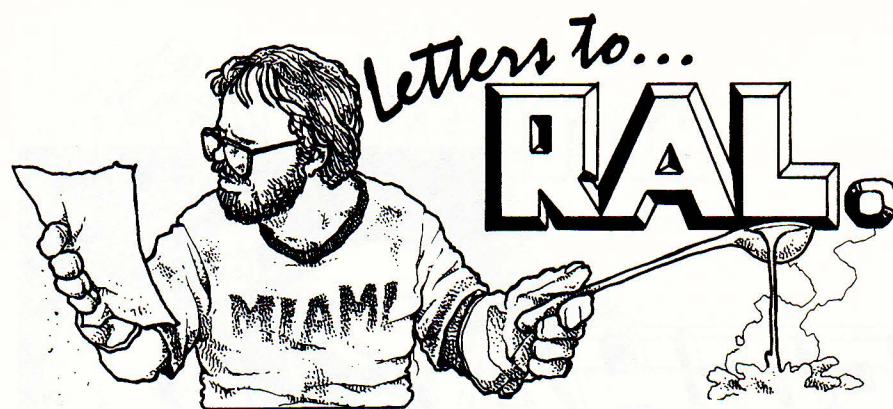


joined the Ral Partha Collector's Club, it is not too late to Hesselbrock is offering yet another torrid "Big Deal." If you have not joined the Collector's Club, you may cash in on Jack's Deal ONLY if you include your \$5.00 membership fee with your order. (You will then be shipped your membership card and Collector's Figure separately.)

You will not want to miss all the up-to-the-minute news of Ral Partha's doings, all the really incredible bargains, and all the other witty, interesting throw-ins that are yours when you subscribe to the Partha Pipeline and join Ral in the exclusive RAL PARTHA COLLECTOR'S CLUB.

Join now -- Ral is waiting!!

Ral Partha Collector's Club
5938 Carthage Court
Cincinnati, Ohio 45212



Dear Ral,
Why have you never made a giant spider out of lead?

Joseph M.
Louisville, KY

Dear Joseph,

While it's true that we have never made one, I refer you to our brother company, the former Citadel Miniatures U.S. (which is now known as RAL PARTHA IMPORTS). I think you will find their FF49, which retails for \$1.79, to be an exciting and detailed giant spider!

RAL

Dear Ral,

Will there always be as many discounts and advertisements in the Partha Pipeline as there were in that first issue? After you've had a sale on a given figure, will you be discontinuing that figure?

I also have a question concerning The Rules According to Ral, which came with my issue of the Pipeline: In the section dealing with movement, the rules say that my troops must stop when they come to a river. Is this true even if there is a bridge over that river?

Finally: can my armies be non-human?

Kevin F.
Trenton, OH

Dear Kevin,

Whether we will always have the same huge amount of discounted merchandise advertised in the Pipeline as we did that first time, only my friend, Jack Hesselbrock, knows for sure. "JACK'S BIG DEAL" is his part of the Pipeline. How extravagantly generous he's feeling on a particular day will probably be the deciding factor.

I have referred your question concerning troop movement to my colleagues at the Ral Partha War Department, and they tell me that your unit would not, in fact, have to stop completely if it came to a bridge across your river. They have determined that your unit would have to expend an additional 2" of its movement to cross the river. This is a new rules addition and remember: you saw it here first.

This, according to my War Department friends, represents your unit having to reorganize somewhat to cross the bridge. Walking across the bridge isn't quite the same thing as marching along a road. For the main thing, the bridge is narrow, and that tends to disrupt your unit's marching formation (not hopelessly, but enough to slow things down a bit.)



The Ral Partha War Department.

Finally: yes, your armies could be non-human. They can be anything you like. Ral Partha's War Department does not recommend using The Rules According to Ral for battles between extremely feeble or totally sessile creatures, such as slugs, cacti or sea coral, unless you are prepared for a long, somewhat tedious gaming session.

RAL

Dear Ral,

I think that the Partha Pipeline is great. I hope that it's around for a long time.

I would like to know if there are, or have ever been, any plans for sculpting figures of Michael Moorcock's fantasy heroes: Elric, Corum Hawkmoon, or Erekesö?

Steve F.
Jacksonville, IL

Dear Steve,

Praise from any quarter is always welcome and I thank you for your kind words. We certainly plan to keep the Pipeline around for a long time. Being around, as they say, is better than being a square.

No, we've never considered doing any of Moorcock's heroes, though Ral Partha does occasionally cast about for new licenses and you never know what can happen. In the meanwhile, however, perhaps we could interest you in our next major licensing venture, which will be appearing soon: Anne McCaffery's *Dragonriders of Pern*. It promises to be quite an adventure.

RAL

Dear Ral,

Could you tell me if you sell 25mm horses separately, for pulling wagons, catapults, etc.?

K. Carter
Kentwood, LA

Dear Mr. Carter,

We do not, as a matter of fact, sell packs of horses separately. However, if you would like to specially order any of the horses that come with our mounted figures -- that is, order them without their riders, for your own uses -- simply call our order department on our special toll-free line and tell them what you need. We can easily work something out.

RAL

Ral Partha Enterprises, Inc. is pleased to announce that the former Citadel Miniatures U.S. will henceforth be known as

RAL PARTHA IMPORTS.

RPI will feature more complete lines of exciting adventure gaming miniatures than ever before!

For complete details, see "JACK'S BIG DEAL" elsewhere in this issue.



News from the FRONT.

LORD CRANE'S REVENGE
...as told to FRIAR RONALD of
DRUM'S WOOD on the occasion of the
FEAST of ST. IGNES by CHARLES
BYRON, a serf of lowest birth and
poorest taste in women and song.

"As ah wuz tellin' yer lor'ship,
sir, The Evile Lor' Crane's plot
t'oust 'is 'alf brothah, th' Good
Sir Richard, nevah came abou', du
t' th' cir'umstances Ah will now
unfol' t' you..."

(Due to the storyteller's mis-
handling of the King's English, I

THE FORCES

Sir Richard's Army:
2 Units Mounted Knights 36 Pts. x 2
2 Units Yeoman Archers 36 Pts. x 2
1 Unit Foot Knights 48 Pts. x 1
1 Unit Foot Yeomen 24 Pts. x 1
1 Unit Foot Peasants 12 Pts. x 1
TOTAL: 228 Pts.

Sir Jack the Reaver's Army:
4 Units Mounted Yeomen 24 Pts. x 4
2 Units Yeoman Archers 36 Pts. x 2
2 Units Foot Yeomen 24 Pts. x 2
2 Units Foot Peasants 12 Pts. x 2
TOTAL: 240 Pts.

The Evil Lord Crane's Army:
4 Units Mounted Knights 36 Pts. x 4
2 Units Peasant Archers 24 Pts. x 2
3 Units Foot Peasants 12 Pts. x 3
TOTAL: 228 Pts.

The Marquis du Marc's Army:
4 Units Yeoman Archers 36 Pts. x 4
2 Units Foot Knights 48 Pts. x 2
TOTAL: 240 Pts.

THE SETUP

In a 4-player game, use the above-
mentioned troops and the four main
leaders.

In an 8-player game, add 1 additional
leader and 2 units of foot yeomen to
each army.

In a 12-player game, add 2 additional
leaders and 4 units of foot yeomen to
each army.

LORD CRANE: 1. Peasants; (one unit is
hidden in Dense Woods) 2. Peasants
w/bows; 3. Mounted Knights.

MARQUIS DU MARC: 4. Yeomen w/bows;
5. Foot Knights

SIR JACK THE REAVER: A. Yeomen w/bows;
B. Mounted Yeomen; C. Yeomen
D. Peasants; E. Wagon.

GOOD SIR RICHARD: F. Yeomen w/bows;
Yeomen; H. Peasants; I. Mounted
Knights; J. Knights.

Δ = Leaders

have translated this story into a
prose which the reader will hope-
fully find more palatable.)

As the evil Lord Crane
approached the Castle Smethurst, a
messenger was seen coming over the
horizon. Crane, believing the
messenger to be bringing news of
the success of his new tax hikes,
decided to wait a few hours before
razing his ancestral home to the
ground.

Later...

"I've been stabbed in the back!"
raged Crane. "Here I am, working
for good government, trying to
unite the kingdoms under a single
ruler with the hope of establishing
a parliament down the road in a
thousand years or so, and what
happens? That incubus, Jack the
Reaver from Hesselbrook, decides to
raid my Northeast Province while I
am out on a little vacation! I
couldn't care less about the
looting and burning -- I haven't
been able to collect enough taxes
out of that province anyway. But

to kill my 12-point Golden Stag --
now that's going too far!!"

Leaving Castle Smethurst to
worry about its future, the evil
Lord Crane rallied his troops and
headed for Nor Wood in hopes of
intercepting Jack the Reaver and
retrieving the body of his precious
stag.

Realizing that Richard might be
able to raise enough troops to
foil this plan of his for good
government, Crane engaged the ser-
vices of the Marquis du Marc, the
wretched bounty-hunter. With the
promise of 300 talents of gold, the
Marquis was convinced to take off
in search of Sir Richard's head.

On the 27th of August in the 7th
year of the Stewardship of Meyer,
the four armies met at Carthage
Court and fought what historians
agree to be one of the bloodiest
battles of all time.

Early that morning, the...

MANUSCRIPT ENDS HERE

ADDITIONAL FEATURES

Sir Jack's forces have in their possession a baggage train
which moves 6".

Roads: If a unit begins and ends its turn on a road
without leaving the road, the unit may use its road movement.
Road movements are as follows:

Foot units earn an additional.....4"
Mounted units earn an additional.....6"
Baggage wagon earns an additional.....6"

The pond is uncrossable.

Dense Woods cost an additional 2" to enter or exit.

Treat "Desolate Woods" as Dense Woods.

PEASANTS within 6" of Cave or Tower Ruins must check morale
as follows: on a roll of 1, peasant unit routs away. Any
other result is ignored.

ADDITIONAL VICTORY POINTS

SIR JACK: 50 Points/ For getting wagon off the table.
2 Points/ Major Leader Killed
1 Point / Vassal leader destroyed
1 Point / Enemy unit destroyed

LORD CRANE: 10 Points/ Capturing and destroying the wagon
10 Points/ Killing Jack
5 Points/ Killing Richard
1 Point / Each leader killed
2 Points/ Each unit of Sir Jack's destroyed
1 Point / Any other unit destroyed

SIR RICHARD: 20 Points/ Killing Crane
2 Points/ Killing Marc
1 Point / Each leader killed
2 Points/ Each unit of Crane's destroyed
1 Point / Any other unit destroyed
10 Points/ For possessing wagon at end of game

MARQUIS DU MARC 25 Points/ Killing Richard
15 Points/ Possessing wagon at end of game
3 Points/ Unit of Richard's destroyed

POLITICAL CONSTRAINTS

Due to contracts present and treaties past, Sir Richard
and Sir Jack will not fight each other. The Evil Lord Crane and
the Marquis du Marc are held under a similar agreement
and will not fight one another.

News from the
GREAT WHITE NORTH.



More news from the Great White
North -- RAFM Company has been as
busy as beavers since our last
report!

To support our "Reptiliads"
line, we have just released the
"Gilla-Worms." The "Gilla-Worms"
will give you, the gamer, the
additions you need to fill out the
ranks of your "Reptiliad" armies.
They are beautiful to behold, eh?

With the addition of the "Gilla-
Worms" and "War Newts" (which are
used by the Reptiliads in place of
horses), you have the cavalry and
light infantry to complete the
support units of the "Reptiliad"
forces.

The "Gilla-Worms" are a lower
class in the "Reptiliad" culture.
These creatures are smaller and
less intelligent than the "Reptil-

iads." In warfare, they are taken
along as auxiliary soldiers, light
troops, ditch-diggers and servants.
During peacetime, they perform
menial tasks, the work usually
given to servants, peasants and
slaves in human society.

In support of our Siege Equip-
ment range, RAFM Company has com-
pleted and released five different
crews. There are five crew and one
weapons stack in each of the five
sets for \$4.50.

The five sets are:

- 1. Greek Successor State
- 2. Roman
- 3. Medieval
- 4. Dwarf
- 5. Goblin (Orc)

Something to look forward to is
our December release in the Siege
Engine range. For this release, we
have some Medieval Bombards in the
works. These pieces will continue
the range into the time period
surrounding the advent of gun-
powder; they are quite interesting
in their construction.

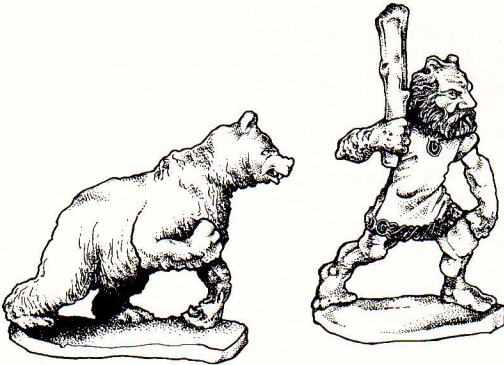
The new pieces will include a
large, stone-firing siege gun, some
smaller pieces and an organ gun.
This is all the information we have
available at this time.

This addition to the Siege
Equipment range includes some
unique weapons, eh? Real collect-
ables!

Watch for us in the next issue
of the Partha Pipeline for more
exciting news from the Great White
North!



New RALeases



01-118 GIANT WEREBEAR AND MAN / \$4.50



01-106 HALF ELVES / \$4.50



01-115 HALF ORCS / \$4.50



01-119 ORIENTAL WERECREATURES / \$4.50



Comrades,

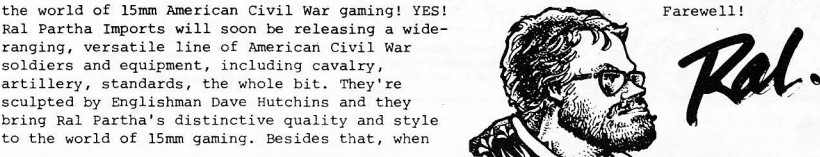
Well, the effervescent but totally obscure production slaves in the Ral Partha Ministry of Truth have really done it this time -- they've put together what's probably the most action-packed issue of the *Partha Pipeline* yet! Your old comrade Ral can barely control his excitement. (Of course, that's usually the problem.) In the past we've offered lots and lots of good scenarios for use with our own *Rules According to Ral* for *Medieval Battles*. At the moment, my scribes are scribbling away furiously on an even bigger project, which will soon be released: *The Rules According to Ral for Fantasy Battles!* Yes, that's right -- an even bigger and more challenging set of rules for 25mm scale battles in the realms of fantasy. But in the MEANTIME -- to satisfy your craving for ever more thrilling adventure -- we're supplying you with something that offers a little from both worlds.

It's a scenario called *The Battle for the Chalice of Lentagan*. Written by Ral Partha's own Bob Charrette, it was originally intended as the first scenario for use with our *Fantasy Rules*. But, as the production of these rules was delayed by the untimely intervention of my pet slime-beast's appetite (see further details elsewhere in this issue), we've adapted it for use with the rules we've already published. The result, as you'll see, is a very exciting and absorbing duel of wills between the High Lord Roderick and his evil opponent, the Dark Duke Thorin. These two characters and their situation will be cropping up again in Ral Partha literature and lore, so you'll want to be sure and get the feel for them in this wonderful scenario.

Speaking of Bob Charrette, in this issue of the *Pipeline* we give you the first complete listing of his soon-to-be-released major masterwork: a new line of figures for use with *BUSHIDO*, the game of role-playing in medieval Japan, published by Fantasy Games Unlimited and co-designed by Bob himself! I myself have seen these figures and let me tell you, comrades, they are the superior of any ancient Japanese figures you have ever seen. Bob has designed them with some simple assembly required, and this small step has permitted him a wide range of options in detailing and posing the figures -- they are beautiful and formidable-looking.

I'm also giving you the complete run-down and listing on another major new series, this time the brain child of veteran Ral sculptor Tom Meier. It's Tom's range of 3-Stage Characters -- fantasy role-playing characters that come in groups of three figures, each figure representing the next stage in the character's development. With one of these, your favorite fighter or wizard or whatever can progress from novice, to intermediate level, all the way to Master, and still be well-represented by the figure... Well, the idea is explained pretty well elsewhere in the issue, so read for yourself.

What tickles your old pal Ral most of all, my comrades, is Ral Partha's return in force to the world of 15mm American Civil War gaming! YES! Ral Partha Imports will soon be releasing a wide-ranging, versatile line of American Civil War soldiers and equipment, including cavalry, artillery, standards, the whole bit. They're sculpted by Englishman Dave Hutchins and they bring Ral Partha's distinctive quality and style to the world of 15mm gaming. Besides that, when

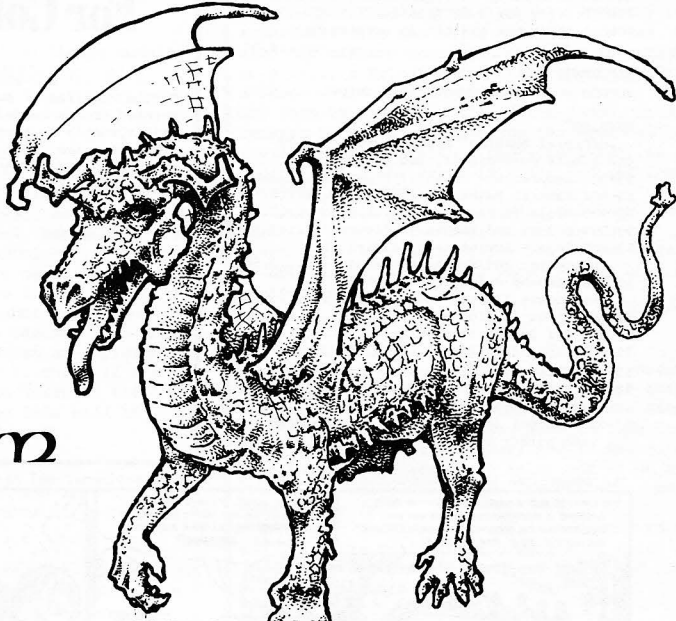


The ancient legends hold that the *Draco Dracorum* wields awesome magical powers, possesses massive heaps of treasure which it keeps in a secret lair... No doubt included in these treasure piles is a good selection of armor and weapons, stripped or blasted off foolhardy adventurers who have sought to either confront this terrifying legendary beast, or simply help themselves to some of his hoard. Well, this is no ordinary dragon, and the capital reserves of the *Draco Dracorum* are by no means self-service! Ral Partha's "*Dragon of Dragons*" is no ordinary sculpture, either -- when it's 12 pieces are assembled, the *Draco Dracorum* measures a full foot from nose to tail. The assembled wingspan is 7 1/4 inches, and each massive wing measure nearly 8 inches in length. The box, when you buy it, weighs approximately three pounds!

There's just about no end to the detail that Ral Partha's famous sculptor Tom Meier has put into this limited-edition piece. Once you start examing the hundreds of individual spines, acales and battle scars on the dragon's body, it'll be like a magic spell all it's own: you'll be too mesmerized to put it down.

Each of the 500 editions of the 01-502 *DRACO DRACORUM*, "*Dragon of Dragons*" comes complete with painting instructions and an assembly diagram, as well as a numbered Certificate of Authorization. It's signed by the Ral Partha Production Gods, and it's suitable for framing! It's your proof eternal that you are the proud owner of a truly unique piece, one of only 500 "*Dragon of Dragons*" that will ever be cast.

**DRACO
DRACORUM**
...Dragon of Dragons!



I field my scale replica of Jackson's Stonewall Brigade at a re-enactment of the Battle of Vicksburg, it helps convince me that there are other Lost Causes in the world besides me trying to balance my checkbook, and --

What's that? Oops! WHAT? Well, comrades, they tell me that the Casting Slaves have once again managed to set fire to the wastebasket, so I suppose I must be off to go and discipline them. Enjoy the issue, and until we meet again -- Farewell!

RAL'S CONVENTION SCHEDULE

Here's the Official List, as released by the Ral Partha Ministry of Truth, of upcoming conventions where -- as likely as not -- you'll find an official Partha Sales Booth, manned by a full complement of Ral's Sales Slaves:

N.O.W.S. CON, Cleveland, OH September 28, 29
GENUS CON, Dayton, OH October 11, 12, 13
FALLCON, Cincinnati Technical College, Cincinnati, OH October 25, 26, 27
(At Fallcon, we won't be having a booth, but representatives of Ral will be running games and events, supporting the convention, and generally Making Our Presence Felt.)

RAL'S NEW RELEASE BLITZ!!

That's right, comrades -- we've been running wild with new releases throughout 1985, and for the rest of the year we're gonna keep the pace up. Here, for your convenience, are listed our upcoming releases through the end of November.

SEPTEMBER

RUNEQUEST™
10-350 RuneQuest™ Viking Adventurers Boxed Set (6 figures).....7.00

ALL THINGS DARK AND DANGEROUS
02-936 Armored Minotaur.....2.00
02-937 Fighting Pegasus.....3.00
02-938 Skeleton Warriors (4).....4.50
02-939 Gnome Champion with henchbeasts (3).....3.50

20th CENTURY PLUS: BATTLETECH ROBOTS
20-804 FIR-7B Fire Bee.....2.00
20-805 FLE-15 Flea; A, B, or C Variant.....2.00
20-815 ARC-4R Archer.....2.50

PERSONALITIES
01-140 Undead Dragon.....8.00

OCTOBER

PERSONALITIES
01-327 Rearing Fire Drake.....8.00

RUNEQUEST™
10-351 RuneQuest™ Denizens of the Viking Otherworld Boxed Set (6 figures).....7.00

PERSONALITIES...More 3-Stage Characters!
01-323 Dwarf Fighter (3 figures).....3.00
01-324 Elf Fighter (3).....3.00
01-325 Druid (3).....3.00
01-326 Cleric (3).....3.00

NOVEMBER

RAL PARTHA IMPORTS AMERICAN CIVIL WAR FIGURES
...15mm figures from the War of the Secession!
ACW001 Union Infantry (20).....4.00
ACW002 Confederate Infantry (20).....4.00
ACW003 Union Cavalry (8).....4.00
ACW004 Confederate Cavalry (8).....4.00
ACW005 Dismounted Cavalry Skirmishers (20).....4.00
ACW006 Artillery Gunners (20).....4.00
ACW007 Cannons #1 (4 guns).....4.00
ACW008 Cannons #2 (4).....4.00
ACW009 Early War U.S. Regulars (20).....4.00
ACW010 Early War Militia in greatcoats (20).....4.00

ELFQUEST
96-006 End of the Quest (10 figures).....9.00

BUSHIDO™
...Official Bushido™ figures, sculpted by the game's co-designer, Bob Charrette.
53-901 Samurai and Ronin (3 figures).....3.50
53-902 Samurai Bushi (3 figures).....3.50
53-903 Ninja (3 figures).....3.50
53-904 Budoka and Yakuza (3 figures).....3.50
53-905 Female Adventurers (Samurai Bushi, Shugenja, and Buddhist Gakusho).....3.50
53-906 Gakusho Priest and Shugenja Magicians (3 figures).....3.50
53-907 Tengu (3 figures).....4.00
53-908 Oni Demons (2 figures).....3.00
53-909 Kappa (3 figures).....3.50
53-910 Shikome (3 figures).....3.50
53-911 Dai-Bakemono (1 figure, comes with assorted weapons).....4.00
53-912 Dai-Oni (1 figure, may be assembled with either sword or naginata).....4.50

The Adventures of RAL'S RANGERS...The World's First Trans-Dimensional Strike Team!



3 Stage Characters.

The whole point of having player-character miniatures and using them in a role-playing game is to have them represent your character... And often it's a little frustrating when your fighter or thief continues to progress upwards level after level, while your lead miniature continues to look the same as always.

Well, now for the first time there's an alternative to the old method of giving the little metal fellow a new paint-job and using your imagination. It's Ral Partha's 3-Stage Characters. This is a brilliantly innovative idea conceived by veteran Ral Partha creative force Tom Meier. With our 3-stage characters, you can start your character out at novice level, first level, beginner, or however you choose to term the truly embarrassing level of inexperience at which most of us begin life. Then, as your character becomes older and more formidable, you simply switch to the next "stage," the next figure in the series. By the time you've reached master-level, you look pretty formidable, and deservedly so... And so will your character figure.

As typical Tom Meier sculptures, these figures have it all: dramatic, spontaneous poses, faces with so much character you'd swear you knew these guys personally! Not to mention lots and lots of readily-identifiable equipment and belongings, all sculpted with the kind of detail that makes for great paintability. These figures tell their own story -- it's especially fun to see the *Fighter*, 01-315, grow in stature and armament. Certainly the highlight of the series is the 01-326 *Druid*, who progresses from a rather simple-looking, staff-bearing priest figure into an absolutely terrifying *Druid* mage (incidentally one of the best wizard-type figures in the entire Ral Partha range!).

In addition to the upcoming releases listed on this page, we offer these 3-Stage Characters:

01-315 *Fighter*.....3.00
01-316 *Ranger*.....3.00
01-317 *Magic User*.....3.00
01-318 *Hobbit Thief*.....3.00
01-319 *Elf Thief*.....3.00
01-320 *Paladin*.....3.00
01-321 *Human Assassin*.....3.00
01-322 *Barbarian Fighter*.....3.00



(This is a sketch of 01-324, the Elf Fighter, in his three successive stages.)

For Collectors' Club Members ONLY.

A special one-shot deal for readers of the *Partha Pipeline* -- two of the biggest blocks of mounted troops needed for the "*Chalice of Lentagan*" scenario in this issue, offered at a bargain basement price. This deal will make the *Chalice* scenario, or any other scenario requiring blocks of mounted troops, playable and affordable!

☐ 6 Bison Riders (02-930), with lances, mounted and on foot, packaged in a plain brown box, for ONLY.....\$12.00

☐ 6 Yeoman Cavalry, mounted on light War Lizards and carrying Ral Partha's special wire spears, also packaged in a plain brown box.....\$7.00

Simply check which unit you would like (or both), and send this ad or a facsimile in to us here at:

Ral Partha Enterprises
Chalice Special Offer
5938 Carthage Court
Cincinnati, OH 45212

Remember to include \$2.00 for postage and handling. Visa and Mastercard orders are accepted and you can use our toll-free number, 1(800)543-0272.

Sorry, but we cannot accept C.O.D. orders.

The Battle for the Chalice of Lentagan.

This battle scenario was originally fought, with somewhat larger forces, using *The Rules According to Ral for Fantasy Battles*. However, it is our solemn duty to report that one of our Lord and Master Ral's pet slime-creatures has recently devoured the only complete manuscript of these rules; and therefore, we will be slightly delayed in getting them to you, our loyal fans. For this reason we're presenting this scenario for use with our original set of fantasy battle rules, with a few modifications. The astute among you may be able to glean, from these modifications, an inkling of what our fantasy battle rules will be like; in any case, we hope to satisfy your curiosity by having them available quite soon.

BACKGROUND

...It was deep in December of the Year of the Ox when BROTHER THADDEUS came before the HIGH LORD RODERICK, known as the RED PRINCE, with important news. It seemed that in the course of his restoration of ancient scrolls, the monk had unearthed some rather convincing clues concerning the whereabouts of a mysterious and powerful artifact, long believed lost: the CHALICE OF LENTAGAN. Intrigued, Lord Roderick listened to the pious brother's tale and determined to set out to recover this chalice, believed to hold great magical powers.

Roderick immediately called his two loyal lieutenants, LORD STANFORD and SIR MORGAN, to conference. After several lengthy meetings, the three of them managed to hammer out a plan: as soon as the winter snows melted enough to permit travel on the mountain passes, an envoy would be dispatched to the protectors of this Chalice of Lentagan, bearing gifts to demonstrate the goodwill and noble intentions of the Red Prince.

Unbeknownst to these illustrious lords, their planning sessions were anything but secret! An agent of DUKE TORIN, Lord Roderick's neighbor and rival, had been infiltrated into the Red Prince's household. This spy reported everything he overheard to his master, also known as the DARK DUKE, who quickly realized that his ambitious schemes would receive quite a boost indeed if he could control the power of the legendary Chalice. To Torin, the next move was an obvious one: ambush! He called his lackeys to him, and raised the levies for war.

Brother Thaddeus had deduced from the clues in his scrolls that the long-lost Chalice most likely lay in the VALLEY OF CUMBERAND. Now, as the Red Prince's armies approached this secluded, ancient valley, his advanced scouts returned at the gallop to report that Duke Torin's troops had been seen approaching from the far side. An ambush had been avoided, but a confrontation was nevertheless unavoidable; Roderick gave the signal for his men to assume battle positions. Even as he did so he could make out the Dark Duke's own troops, off in the distance, arranging their own battle formations.

LOCATION

The battle was fought in the Valley of Cumberand, on and around MOUNT LANG (actually the hidden site of the Chalice). See map.

FORCES OF HIGH LORD RODERICK

Lord Roderick (Rank 3 mounted leader)
Sir Morgan (mounted leader)
6 Corandon Knights (mounted)
6 mounted yeomen of Roderick's levy
6 mounted yeomen of Morgan's levy
Lord Stanford (foot leader)
6 mounted yeomen of Stanford's levy
12 foot yeomen
12 peasant archers
Brother Thaddeus (Rank 1 priest-leader on foot)
Mechanical Knight
Treasure Train

FORCES OF DUKE TORIN

Duke Torin (Rank 3 mounted leader)
Sir Butkel (Rank 2 mounted leader)
6 Duke's Own mounted knights
6 mounted knights of Butkel's levy

Lord Goron (foot leader)
6 mounted yeomen bison rider allies
12 foot yeomen
12 peasant archers
Demon
Treasure Train

ACQUIRING THE CHALICE

To acquire the Chalice, the hidden place of the protectors must be found and the protectors convinced to part with their treasure.

Any leader or unit on Mount Lang may search for the hidden entrance. This occurs during the Melee Event of a turn. A unit fighting in a melee may not search. To perform a search, total the number of searchers (in figures -- thus, a leader is 1, a unit of cavalry is 6, a partial unit of infantry with 8 men left is 8, etc.) and roll 2 dice. If the die roll is less than or equal to the number of searchers, the entrance has been found.

Once found, the hidden place may be entered on the Movement Event. Each leader who enters improves the chance of convincing the protectors by increasing the perceived "value" the protectors attach to the treasure/gifts they are offered. Use this chart to determine the protectors' reactions:

TOTAL "VALUE"	REACTION OF PROTECTORS
less than 4	Protectors attack emissaries
less than 8	Protectors reject petition.
	Emissaries magically ejected from the hidden place, and entrance is once again hidden.
less than 12	Protectors grant the Chalice to petitioners.
12 or more	Protectors grant the Chalice to petitioners and will even fight alongside them!

SPECIAL RULES

BISON RIDERS

Bison riders are mounted on "large mounts." This grant them a +1 die modifier in melee combat.

IMPROVED LEADERS

Lord Roderick, Duke Torin, and Sir Butkel are "improved leaders." Sir Morgan and Lord Goron are ordinary leaders as they are described in the original *Rules According to Ral*. Mounted "improved leaders" move 12", and on foot they move 8". In personal challenges, "improved leaders" fight better. Roll a number of dice equal to their "rank" as given in the forces lists; each 5 or 6 rolled is a "kill." These leaders may also take more "kills" before they are removed from the game. Each "kill" scored against an improved leader reduces his "rank" by 1. Thus, if Sir Morgan rolls a 6 against Duke Torin in the Personal Challenge Event, the Duke will be a Rank 2 leader until he is injured again.

THE TREASURE TRAINS

The Treasure Trains fight and move as a unit of mounted yeomen who have taken three casualties.

THE TREASURE TRAINS

For game purposes, the treasure trains fight and move as a unit of mounted yeomen which has taken 3 casualties. A treasure train which is destroyed by the enemy will yield some of it's treasure to the conquerors; treasure may only be moved by a treasure train. Any cavalry unit with 3 or more men left may become a treasure train to replace a lost train.

The treasure carried by a train has a "value" to the protectors of the Chalice of 2d6. A captured treasure yields an additional 1d6. The "value" of a treasure is determined only during the negotiations with the protectors.

Treasure trains may be represented on the tabletop by three pack mule figures. They count as 3 "searchers" when searching for the hidden place.

THE DEMON

The demon is bound to serve Duke Torin, who can conjure it from a ring he wears. At the start of the scenario, the demon is already present; if it is exorcised, Duke Torin may attempt to re-

conjure it during the Personal Challenge Event instead of participating in a challenge. In this case, roll 1d6; if the die roll is less than or equal to the Duke's current "rank," the demon appears at his side.

The demon moves 12" per turn. It checks morale and causes checks as a foot knight unit. In a melee or in the case of a challenge, it rolls 2d6; each 5 or 6 is a "kill" (units do not divide to reduce casualties). When attacked by a unit, the demon divides the attacker's die roll by 3, but attacks by leaders in challenges are not divided. The demon may take 4 "kills" before it is destroyed. Any unit in melee with the demon receives a -2 to any morale die rolls, and a -1 to any attack die rolls.

Though it may not make a personal challenge, the demon may be challenged by an opposing leader. The demon may never refuse such a challenge.

Due to it's extreme sensitivity to magical forces, the demon counts as 3 "searchers" for the hidden place.

THE MECHANICAL KNIGHT

The mechanical knight was a gift to the Red Prince from his ally, Prince Torfin of the dwarves of the Grey Hills.

The knight moves 10" per turn. It checks morale as a foot knight unit. In melee or in a challenge, it rolls 5d6; each 5 or 6 rolled is a "kill" (units do not divide to reduce casualties). When attacked by a unit, the knight divides the attacker's die roll by 2, but attacks by leaders in challenges are not divided. The knight may take 3 "kills" before it is destroyed. Each "kill" taken reduces the number of dice it rolls in combat by 1.

The knight may not make a personal challenge, but it may be challenged by an opposing leader. The knight may never refuse such a challenge.

BROTHER THADDEUS

Brother Thaddeus functions as a leader in accordance with the *Rules According to Ral*. He also has certain special abilities. If attached to a unit, a priest negates the special effects a demon would have on that unit; further, if on any turn he is within 12" of the demon, he may attempt to exorcise it during the Personal Challenge Event. In this case, roll 1d6; on a die roll of 1 the demon is exorcised and removed from the tabletop.

Due to his superior knowledge of the ancient scrolls, Brother Thaddeus counts as three searchers when searching for the hidden entrance. He acts as a "value" of 2 when dealing with the protectors.

THE PROTECTORS OF THE CHALICE

The protectors of the Chalice are a devout holy order, rumored to be spirits rather than men. They are unaffected by the demon's morale effects.

The forces at the hidden site include the GUARDIAN LORD (Rank 4 leader) and 12 Protector foot knights who are +1 in melee and +1 on all morale and rally die rolls. The Protector Knights move 8" per turn.

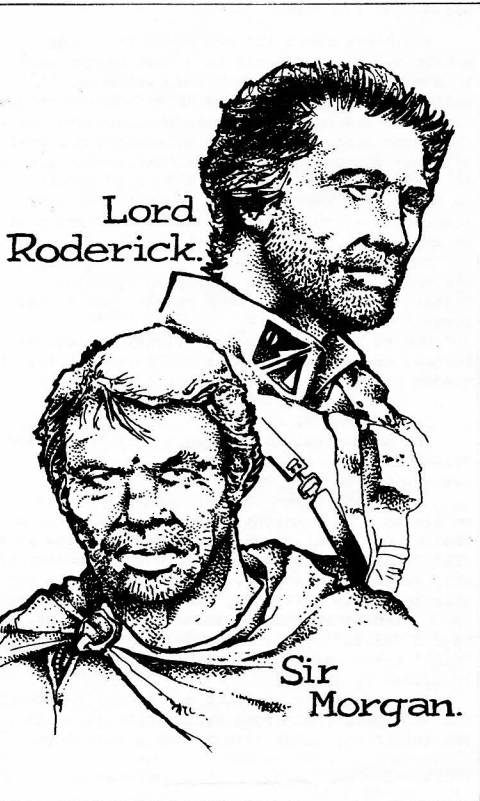
Even if the Protectors are convinced to follow the evil Duke Torin for the course of this scenario, their innate goodness will lead them to rebel against him in time.

THE CHALICE OF LENTAGAN

Although it is indeed a powerful artifact, the Chalice of Lentagan is of little use on the battlefield. Ancient scrolls only hint at it's powers, and are even less informative regarding the methods of wielding that power.

There are many rumors and legends concerning the exact nature of the Chalice's powers. None of them are at all well-documented, and most are not much better than old wives' tales. One favorite rumor is that a simple healing potion, when brewed in the Chalice of Lentagan, will be imbued with the power to raise the dead! Another version has the Chalice rendering it's possessor totally invulnerable to all harmful magic.

For game purposes, if the Chalice is attached to a unit directly (or indirectly, through an attached leader who is carrying it), that unit receives a +1 to all morale and rally die rolls.



COLOR GUIDE for the 02-930 Bison Rider and the Corandan Knights that appear in the *Chalice of Lentagan* scenario. These notes have been compiled by the Bison Rider's sculptor, Julie Guthrie.

BISON:

Base color: Leather, with Red-Brown shaggy areas.
Saddle: Dark Brown, with Ivory trim.
Saddle Blanket: Dun.

RIDER:

Armor: Silver, with Steel wash.
Fur: Leather, with Dark Brown wash.
Hair: Various colors.
Lance: Yellow and Bronze.

CORANDAN KNIGHTS:

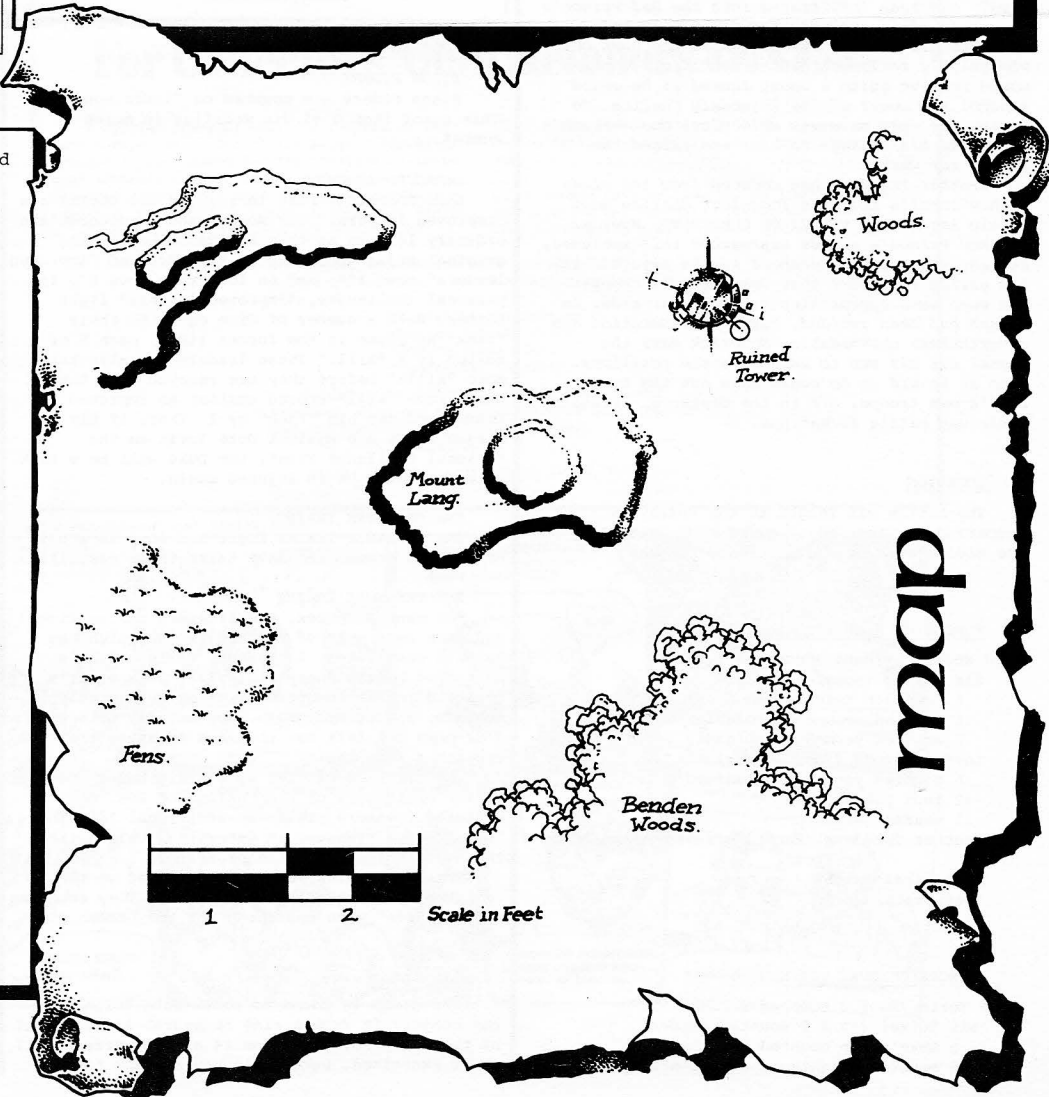
Armor on men and horses: Silver, with Black and Turquoise washes.
Horses: Black.
Lances: Black, with White pennons.



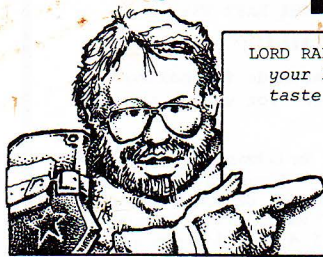
Listed here are the figures that the aficionados in the Ral Partha War Department have suggested as the perfect figures to use when assembling the units for the "Chalice of Lentagan" scenario. We've set this section up so you can either clip it out or photocopy it, and use it as a handy order form!

In the spaces to the left of the code numbers, simply write in how many of each pack you wish to order (be sure and write clearly!).

LORD RODERICK: — 01-082.....3.50	DUKE THORIN: — 01-093.....4.00
SIR MORGAN, LORD STANFORD: — 42-180 (This Byzantine Command Pack contains two ideal mounted leaders)4.50	SIR BUTKEL: — 01-002.....3.50
CORANDAN KNIGHTS: — 42-188 (2 packs needed).....4.50	LORD GORON: — 02-304.....1.10
RODERICK'S LEVY: — 42-187 (2 packs needed).....4.50	DUKE'S OWN KNIGHTS: — 42-125 (2 packs needed).....4.50
MORGAN'S LEVY: — 42-187 (2 packs needed).....4.50	BUTKEL'S LEVY: — 42-155 (2 packs needed).....4.50
STANFORD'S LEVY: — 42-187 (2 packs needed).....4.50	BISON RIDERS: — 02-930 (2 packs needed).....4.50
FOOT YEOMEN: — 42-182 (2 packs needed).....4.00	FOOT YEOMEN: — 42-132 (2 packs needed).....4.00
PEASANT ARCHERS: — 42-184 (2 packs needed).....4.00	PEASANT ARCHERS: — 42-134 (2 packs needed).....4.00
BROTHER THADDEUS: — 02-926 (a clerics pack -- choose one of the three).....3.50	DEMON: — FF5.....4.00
MECHANICAL KNIGHT: — 01-101.....4.00	TREASURE TRAIN: — 01-128.....6.00
TREASURE TRAIN: — 01-128.....6.00	LORD PROTECTORS: — 01-126.....4.00
	PROTECTOR KNIGHTS: — 02-302 (the more the better, up to as many as 15 or 20!).....1.10



Ral Partha
Enterprises



LORD RAL SAYS: "Comrades! Don't forget to thank your local hobby dealer for having the good taste to make all this stuff available to you!"

WELCOME^{TO} CORNUCOPIA.

Here's the germ of an idea we've been kicking around for a fantasy nation called the Dominion of Cornucopia. You can use its armies and personalities to add a little variety to your campaigns and spark new ideas for your own games.

The name "Cornucopia" is an ironic one for this country because the crowding situation in Cornucopia has long since passed the critical stage. Bordered by desert on one side, and by hostile lands on the other, with bodies that stubbornly defeat all attempts at artificial birth control - the Cornucopian government sees little alternative to a war of colonialist expansion. It's a bitter choice for an essentially peaceful people.

The Cornucopians are not good at learning new things. War is a new concept to them, and they pretty thoroughly bungled it in their first major experiment - their recent Civil War. They had a difficult time at first just learning how to do each other any real harm, but once they got the hang of it, the casualty rates in this crowded country were staggering.

Now they are guided by their War Chief and military hero, MUSTHUMPER. Musthumper is not really as bright as any other country's generals. He has achieved prominence (and many victories) mainly due to the fact that his brain is damaged. He will occasionally go berserk and issue bizarre and spurious orders that confuse his own men, but throw panic into other Cornucopians, who are used to everything going in a certain predictable way.

Get the idea? Ral Partha's thinkers have done a lot of work on developing different aspects of Cornucopian history and culture, and you'll be seeing more of it in stores pretty soon.

Get a look at the troops of Cornucopia! Here are the Ral Partha figures we've chosen to represent them:

Cornucopian Light Infantry:
42-132 Scottish man-at-arms w/axe...4.00
Heavy Infantry (Musthumper's favorites!)
42-185 Rus Mercenary Infantry w/axe..4.00

Command Unit:
DA32 Byzantine Foot Command (2 officers and 2 standards, perfect as typical Cornucopian command figures).....4.00

The Great Musthumper:
01-120 Cutthroats (4).....4.50
...This pack contains one figure, cloaked and bearing axe and shield, which is perfect as the Great One. You won't believe the expression on his face! **Musthumper.**



THE CHAOS WARS HAVE BROKEN OUT.

...A story that begins with a quest for knowledge, and culminates in a terrible quest for power; a story of magic woven, warped, and crossed in epic confrontation; a story of entire dimensions colliding and conflicting! This is the story of the Chaos Wars -- the story behind Ral Partha's new approach to fantasy gaming.

If you look at the face of our boxed figure, 10-412 RAL, Lord of the Balrogs -- really look at it -- what do you see? There is glittering intelligence mixed with raw, red animal fury etched into every line of that expression. Yes, here is a creature that inspires mind-bending fear; but here also is a creature which you cannot help but admire for its complexity. This creature is at the very heart of the Chaos Wars story. Ral, Lord of the Balrogs is teased from his extradimensional citadel by the lure of an ancient and magical artifact: the long-lost Chalice of Lentagern! An artifact reputed to be as magical and as powerful as the Balrog Lord himself. For Ral, lord of the Balrogs, it is an irresistible lure, the lure of total power, for if he could just lay hands on the Chalice - if the Chalice's incomprehensible sort of power should prove to be compatible with his own - the whole of reality the Universe wide might be his to control! At least, so say the legends... And the Grandmaster of the Cherriorite monks, Ibranham, knows the legends to be true.

Ibranham's intervention when Ral tries to snatch the Chalice of Lentagern unleashes forces which neither one of them can comprehend or control. The Chalice is lost to both of them, and a rift between times and dimensions is created. It will grow wider in unpredictable ways, until the whole world is in danger of being swept into a maelstrom of chaos where normal physical and magical laws would be absolutely irrelevant! It's a situation that would suit the Balrog Lord very well, if he could control it. It's a situation the lords of Law and Good, with a greater stake in reality as we know it, would do anything to avoid! This conflict forms the central theme of the Chaos Wars.

* * * *

What we really have in the Chaos Wars is a terrific new concept that has its roots in sword-and-sorcery gaming, but has applications which can reach far beyond that. Think about it: any object, any person, even whole armies can be whisked without warning into the unpredictable interdimensional rift, to be deposited anywhere! The possibilities for campaigns, encounters and conflict between the eternal forces of good and evil are literally limitless. Which do you admire - knowledge, learning, light? Or is it chaos, pillage, mayhem, humanity in the crucible? Either way, prepare to defend your way of life against an onslaught of incredible diversity. There's nothing for it but to call your legions to your side and be ready to slug it out when surprises drop in from between the dimensions. Characters you had thought were long dead... perhaps a few techno-mercenaries from the far future... How about a couple of cohorts of Caesar's legions to liven up the party?

Here are some character stats for one of the figures from our new 10-414 Warlords boxed set. The set contains nine more characters, and we've included stats like these for all of them!

HELIUS HELIONARIUS

Helius is one of the foremost warlords among the forces of light. He is said to be the son of the Sun God, and a mortal - and is thus known as the Son of the Sun. The parentage gives him remarkable recuperative powers and an ability to generate a glow around himself equivalent to full sunlight.

WHERE ENCOUNTERED: Wherever evil shadows the land.

NUMBER ENCOUNTERED: 1 (unique)

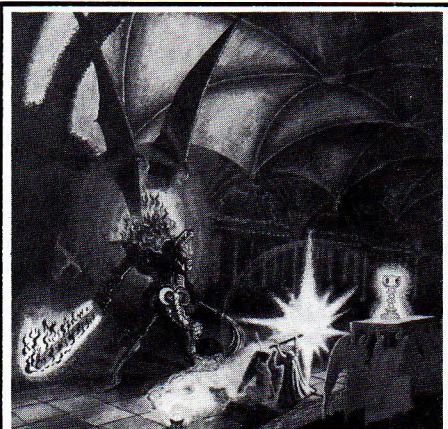
HIT POINTS: 15

ARMOR: +3 chainmail

WEAPONS: Great Sword (2d6+3)

ATTACK CHANCE: 85% with sword; 80% with other weapons.

SPECIAL ABILITIES: Helius may be healed with magic light spells as well as with normal healing spells, and he automatically regenerates 3 hit points at sunrise.



Magical power flies thick and fast as Ral, Lord of the Balrogs tries to swipe the Chalice of Lentagern!

NEW RELEASES JANUARY

Code	Description	Retail Price
► 01-141	Black Prince's Orc Guard	2.50
► 01-142	Black Prince's Elite Guardsmen	2.50
20-831	STG-3R Stinger	2.50
20-832	WSP-1A Wasp	2.50
WF-6	Grateful Undead Band	4.50
WF-7	Samurai Night Fever	1.25
► 02-940	Skeleton Giant	4.50
02-941	Chaotic War Dragon & Rider	7.00
02-942	Barbarians (3)	3.50
02-943	Armored Ogre	3.00

FEBRUARY

Code	Description	Retail Price
► 10-414	Warlords Box	9.00
20-833	PHX-1 Phoenix Hawk	3.00
20-834	CRD-3R Crusader	3.00
► 01-143	Malkotian Spearman	2.50
► 01-144	Black Palmyrian Guard Calvary	2.50
► 01-145	Black Palmyrian Champion	1.25
01-145	Forest Dragon	8.00
02-331	Master Thief	1.25
02-332	Brigand Thief	1.25
02-333	Acrobatic Thief	1.25
02-334	Cloaked Assassin	1.25
02-335	Ninja Assassin	1.25
02-351	Wizard with Staff	1.25
02-352	Adventurer Wizard	1.25
02-353	Illusionist	1.25
02-354	Evil Wizard	1.25
02-355	Fighter-Mage with Runesword	1.25

MARCH

Code	Description	Retail Price
► 10-210	Guardian Dragon (boxed)	8.00
20-842	ARC-2R Archer	3.00
20-844	LCT-IV Locust	3.00
► 02-040	Skeleton Command Group	4.50
► 02-041	Mounted Skeletal Knight	4.50
► 02-042	Skeletal Knights	4.50
► 02-043	Skeletal Archers	4.50
► 02-044	Assorted Skeletal Melee Troops	4.50

RUNEQUEST™

18-001	Shamans	3.50
18-002	Broo	3.50
18-003	Fachan	2.50
18-004	Spirits & Ghosts	3.50
18-005	Headhanger	4.00
18-006	Lunar Troopers	3.50
18-007	Wyrms	4.00
18-008	Orlanth Cultists	3.50
77-730	Paint Kit	10.95

APRIL

Code	Description	Retail Price
► 10-415	Skeleton Litter (boxed/set)	15.00*
20-835	GRF-1N Griffin	3.00
20-836	SHD-2H Shadow Hawk	3.00
► 10-211	Silver Dragon (boxed)	8.00
01-328	Three	3.50
01-329	Stage	3.50
01-330	Character	3.50
01-331		3.50

MAY

Code	Description	Retail Price
02-944	Dragonmen	4.00
02-945	Sabertooth	2.00
► 02-946	Champions	3.50
02-947	Hero on Warhorse	3.00
20-837	WVR-6R Wolverine	3.00
20-838	BLR-1G Battlemaster	3.00
► 02-095	Winged Demonoid	4.50
► 02-096	Centaur Skirmishers	4.50
► 02-101	Lizard Riders	4.50
► 02-102	Hexatrix Riders	4.50
02-406	Armored Minotaur	2.00

► Denotes new release included in the Chaos Wars program.

PARTHA PAINTS

In this column, we intend to give you hints and tips for different and interesting ways to use various colors of Partha Paints. These are different ways the aficionados here at Ral Partha have used them, certainly not the only ways they could be used, and we would be interested in hearing about any new and different color schemes and combinations you might have discovered yourself!

Partha Paints' 77-711 DUN is a mustard yellow color, excellent for, among other things, portraying fresh-cut planking on ships, siege equipment, or weapon shafts. If you want to add the effect of wood grain, or aging, you might streak in a little 77-713 Red Brown, or perhaps 77-707 Grey, or both.

Other uses for 77-711 Dun might include portraying unfinished or untanned leather, desert sand (for use on armor, etc.), Confederate "Butternut" color... Mixing one part 77-711 Dun with two parts 77-705 Flesh gives you an excellent color for highlighting Eastern flesh tones, too.

Our energetic friend Chuck often uses this color for his fast paint jobs. To answer his critics' barbs, he replies that yes, indeed, his figures are *Dun*!

77-711 Dun is also useful in the complex colorings of several kinds of horses. A dun obviously has a body primarily of that color; simply dry-brush in some 77-714 Dark Brown in the areas primarily around the legs, and add 77-708 Black or 77-714 Dark Brown (or both) to the mane and tail. Dry-brushing in some 77-713 Red Brown and applying it to the mane and tail will give you a red dun horse; adding some 77-715 Ivory instead of the Red Brown will produce a good body color for a palomino, and then you paint the mane and tail 77-706 White. A Dun base coat with more 77-714 Dark Brown dry-brushed in will make a good buckskin color scheme, different from the red dun primarily in the black mane and tail which you should give it using 77-708 Black.

The American Quarter Horse Association publishes a handy guide to the coloration of quarter horse breeds, and this is a good starting point for painting nearly all horses. There may be a nominal charge for this book; for information, here's the address:

The American Quarter Horse Association
P.O. Box 200
Amarillo, Texas 79168
(806) 376-4811

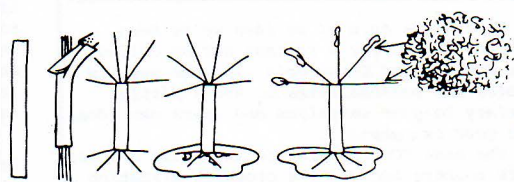
...Some encyclopaedia research is always good for finding color schemes for rarer or more ancient breeds.

MAKING TREES THE EASY WAY

by John Laing

...Quick and easy methods for making a large number of trees for use in tabletop wargaming.

For this you will need the following: 1. A good fairly heavy pair of wire clippers. 2. A supply of modellers' lichen from your local hobby shop. 3. Bases about the size of poker chips. 4. Some putty that sets in a few hours (epoxy, woodfiller, car body etc). 5. A length of stranded wire rope with a plastic coating (jacket). Allow 3" (75 mm.) for each tree you intend to make. An excellent type is plastic coated clothes-line wire. This has about 5 strands of soft wire which is ideal for our purpose, along with an easily removable jacket. 6. A sharp modeling knife or the kind of tool designed to strip the insulation from coated wire. 7. Glue of just about any kind. White, rubber, model airplane cement, or contact cement are all acceptable.

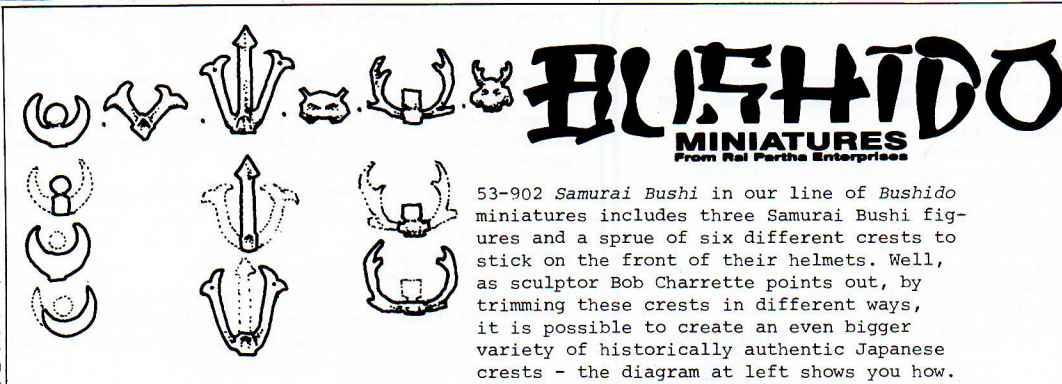


First, take your clippers and cut the stranded wire into 3" (75 mm.) lengths. Next, cut away the plastic jacket from each end of the length, baring the wire strands at each end. The best type of wire rope has about 5 strands of fairly soft wire within the jacket. Spread the wires out at both ends. The longer ends should be spread irregularly and out at odd angles. The shorter ends should be spread and bent back as flat (90°) from the axis of the wire as possible.

Now imbed the short flat end in the putty and affix this end on your basing material. Make sure your putty does not react with your base material or your base might warp giving you wobbly trees. This happens when the solvent in the putty attacks the base material, for example wood putty and styrene plastic. A way to get around this is by applying small amounts of putty at a time. Two-part epoxy putty is excellent as it is very adhesive and does not shrink. Let the putty harden.

Once your "tree trunks" are set on the bases you should paint them. The quickest way to do this is by buying a can of spray paint in brown or black. Be careful of fumes and make sure that only your models get sprayed. You can use your model paints if you wish. Let the paint dry.

Now take your glue, and tufts of the lichen and glue the lichen along the spreading "upper branches" of your tree. When the glue dries you should have a forest of passable trees, stable, light and durable. You can now use those deep, dark, and mysterious forests you've dreamed about.



53-902 Samurai Bushi in our line of Bushido miniatures includes three Samurai Bushi figures and a sprue of six different crests to stick on the front of their helmets. Well, as sculptor Bob Charrette points out, by trimming these crests in different ways, it is possible to create an even bigger variety of historically authentic Japanese crests - the diagram at left shows you how.

PARTHA PIPELINE



Comrades!

As the holiday season closes in upon us, it is not without a certain nostalgic sigh that I welcome you to the final issue of the Partha Pipeline for 1985. Yes, the final issue.

"But wait, O Benificent Ral!"

Even here, buried beneath a mile of concrete block in my Ral Partha Command Post, I can already hear some of you wailing.

"Surely we have only received three issues of your marvelous, culture-bearing newsletter, when in fact you promised us four...? Surely your solemn oath to your faithful followers is worth more than this?"

Well, comrades, the Mighty Ral is no liar, and don't you forget it. Four issues you were promised, and four issues you shall have. Unfortunately, in this year 1985 that has seen tremendous leaps of progress and increased creativity, productivity, and splendour here at the Company, we have also seen our share of confusion. And the fact is that we've come up one issue short in this calendar year. We hate it, but there is not much we can do about it.

What you can do about it is what you've always done: Put your trust in Comrade Ral! Treason isn't written into his book. What we're going to do here is simply tack an extra special BONUS ISSUE onto your subscription for next year, for a total of five issues. In the unlikely event that there are a few faint hearts among you who do not wish to renew your membership in the Collector's Club for whatever reason (say, due to some unhealthy influence of Halley's Comet)... You'll just stay on the mailing list for your Bonus Issue, and then the Death Squad will knock on your door.

While we're on the subject, I think it's time to describe exactly what you'll be receiving in the way of a special Collector's Figure this year. As you know, it is my wish to present the members of my Collector's Club each year with a figure unavailable anywhere else, something really unique that will let them know that they represent the Select Few among figures collectors. Well, I've had to give this a great deal of thought, since it will be pretty tough to top last year's gold plated icon of my Esteemed Self - and what I have decided is to present you with an entire fighting unit!

The RAL PARTHA DEATH SQUAD.

...That's right! the famous unit of elite fighter/assassins whose intervention over the years has kept Ral's friends safe - and

competitors honest! As a new or renewing member of the Ral Partha Collector's Club, you will receive specially-selected blisterpacked set which includes:

1. RAL. Not gold-plated this time, but cast in production metal and suitable for painting and gaming -- the figure of the Great Benevolence himself to serve as Squad Leader.

2. DEATH SQUAD LIEUTENANT. This is a new, special figure and you absolutely can't get it anywhere else. You can't even get anything like it anywhere else. Sculpted by Tom Meier especially for this project, it has the distinction of being perhaps the most heavily-armed single soldier ever produced. A list of the weaponry carried by this hooded character would read like Arnold Schwarzenegger's shopping list. Let's Party!

3. RAL'S DEATH COMMANDOS. These will be chosen at random from a range of Ral Partha's tougher-looking high tech troops, including Julie Guthrie's and Bob Charrette's 20th Century Plus: The Roaring Twenties, Spies, and Survivors and Soldiers. You'll be able to paint them up in official Ral Partha combat colors using the complete painting guide which we'll supply along with the set, and voila! You'll have an elite team of strike troops that you can drop into your

campaign to, say, even up the odds a little -- or maybe to throw them off a little! You're the gamemaster, you decide! You'll never again have to worry about some hot-shot paladin with rigged combat stats blowing your campaign wide open -- not while you can always drop these tough guys in his lap.

Okay, so as usual, membership in the Ral Partha Collector's Club will carry these terrific benefits:

One each of our Fantasy and Historical catalogs, as they are released;

Four issues of the Partha Pipeline, your invaluable guide to the wit, wisdom, and inside happenings of Ral Partha Ent., your favorite miniatures manufacturing establishment;

And a snazzy membership card that you can carry with pride, identifying you as one of Ral's select comrades.

Personally I think this membership package beats the tar out of anything we've offered before -- quite a charge, for only five bucks! Remember, you have to join up as close to the beginning of the year as possible, because the memberships run for a set term: January 1st to January 1st.



THE GREAT RAL (left) and the DEATH SQUAD LIEUTENANT. Sculpted by Tom Meier. Both are part of the complete 1986 Ral Partha Collector's Club membership package.

Much literature has been devoted over the years to the color schemes of fantasy figures, including painting guides put out by Ral Partha Ent. -- and since we produce so many hundreds and thousands of fantasy figures, this is important.

However, there's a whole world of games out there set in the 20th century, and great figures such as Ral Partha's 20th Century Plus: Survivors & Soldiers figures, and there's a real need for accurate colors for these troops. Therefore, the Ral Partha War Department is issuing this handy, simple guide for mixing Partha Paints in the colors of military dress from around the world. The serial numbers are provided so you can order the exact Partha Paints colors to make these mixtures - and these instructions produce startlingly accurate results. Try them!

GERMAN FELDGRAU: Mix one part 77-710 Forest Green, two parts 77-707 Gray, and one part 77-708 Black. To make panzer

gray, simply add another part Black.

U.S. OLIVE DRAB: Two parts 77-710 Forest Green, one part 77-714 Dark Brown, and two parts 77-716 Yellow.

AIR FORCE BLUE: Two parts 77-721 Royal Blue, two parts 77-707 Gray, and one part 77-708 Black.

TANKER'S B.D.U. FADED WOODLAND TONE: Two parts 77-709 Shamrock Green, and one part 77-716 Yellow.

SOVIET WINTER DRESS GRAY: Two parts 77-707 Gray, and one part 77-708 Black.

SOVIET FIELD OLIVE: Two parts 77-710 Forest Green, one part 77-714 Dark Brown, and one part 77-716 Yellow.

N.A.T.O. B.D.U. CAMOUFLAGE PATTERN: Base coat figure with 77-710 Forest Green. When dry, cover 30% with 77-711 Dun blotches, and another 20% with 77-714 Dark Brown blotches. When these colors are dry, cover 10% with 77-708 Black in a random twig pattern.



USMC PHOTO

BUSHIDOTM MINIATURES

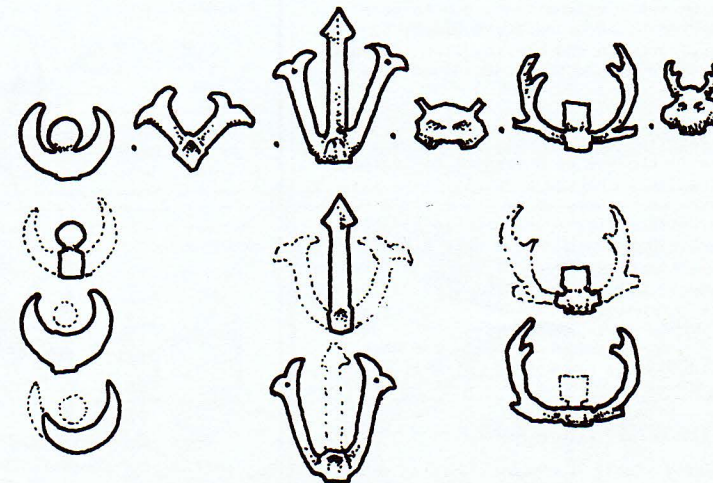
From Ral Partha Enterprises

53-902 Samurai Bushi in our line of Bushido miniatures comes with a sprue of six different crests with which you may adorn the helmets of the figures. The original sprue is shown in the illustration below.

However, while this provides you with six of the most common devices used as Samurai helmet crests, there were many other devices used by the ancient

Japanese nobility, and using this set as the basis, many other variations are possible.

Bushido sculptor (and game co-designer) Bob Charrette has provided us with these tips on converting three of his 53-902 crests so that a total of thirteen different devices can be created.



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Subscription rate is a mere \$5.00 per annum, your subscription forming only one part of the complete Ral Partha Collector's Club membership package. For complete details please write to:

Ral Partha Enterprises
Collector's Club Command Post
5938 Carthage Court
Cincinnati, OH 45212

Any similarity to any other newsletter, living or dead, is purely the fault of the other newsletter.



RAL PARTHA ENTERPRISES
RAL PARTHA IMPORTS • PARTHA PEWTER

WELCOME TO CORNUCOPIA.

...The Sovereign Dominion of Cornucopia is a fantasy nation whose armies and characters may be used in conjunction with The Rules According to Ral for Medieval Battles, our soon-to-be-released Fantasy Rules, and any or all of the battle and campaign scenarios that appear regularly in the Partha Pipeline.

...Longer ago than thirty Years of the Baboon, which is nearly half a hundred generations and almost longer than human memory, the mighty warrior Nutark gathered together his nomadic tribesmen and founded a city to be their home and headquarters for all time. They named their city Cornucopia, so fertile and plentiful was the surrounding country; and the legends tell us that within two months of settling his tribe down, the mighty Nutark -- slayer of a hundred foes, tribal champion in the hundred-yard dash -- had grown enormously fat and fathered thirty-five children.

Within another month it was seventy.

THE GEOGRAPHY.

The Sovereign Dominion of Cornucopia covers an area of approximately 90,000 square miles located in the northern center of the Great Pkate of the Eastern Lands. (See map.) Originally this area was extremely fertile grassland. It is roughly bisected by the great river Munt, whose flood plains formed a broad strip of breadbasket country that fed the developing nation before the time of dams and sophisticated irrigation networks.

Cornucopia is bounded to the north by the Cold Sea; to the south and east lie desolate

steppes, there the barbarous and semi-legendary Pig Riders live as nomads, attacking all travelers. To the west are the Civilized Lands. These are divided into kingdoms and fiefdoms, among them the territories of High Lord Roderick and Duke Thorin (see last issue of the Pipeline).

THE POPULATION.

Far and away the fastest-growing commodity in Cornucopia is...Cornucopians. Originally, the Cornucopians' prolificacy was a great advantage. Later it was sort of the national joke. By this time, however, with the 90,000 square miles of Cornucopian territory groaning beneath the weight of 150 million souls, it is high time the brakes were put on the population growth! Unfortunately, and for whatever reason, the Cornucopians' bodies are able to overcome the effects of all methods of artificial birth control except absolute sterilization - a particularly brutal form of self-mutilation in the minds of the people, a desperate measure to which they will not resort.

The descendants of Nutark's hardy warriors are a nation of crowded, hungry, disoriented people who sense themselves caught in a trap of impending starvation. They are ready to try anything to get out. They have managed to feed themselves only by dint of miracle stacked upon agricultural miracle - Nutark's descendants proved, fortunately, to be clever farmers.

As the birth rate remains high, so does the crime rate, the unemployment rate, and the poverty level in a nation that is really

one large city. Environments such as these are guaranteed to produce large masses of hungry, restless people.

THE GOVERNMENT.

The Dominion of Cornucopia was founded and developed on the principles of self-determination, sanctity of private property, personal freedom and the fulfillment of the individual.

However... With the prospect of starvation staring the nation in the face, those ideas have become as anachronistic as the family farm. In these times of crisis, it has become the Cornucopian government's duty to harness the nation's meager resources for the greater good -- by arbitrary and even brutal means if necessary.

To this end, the institutions of Cornucopian democracy have been re-shaped to create a rigid, totalitarian state. The government has assumed complete control of all means of industrial production, and instituted a strict system of agrarian collectivism.

The laws are meted out by the ruling Presidium of the Cornucopian High Council. Until six years ago, this body was completely dominated by the dynamic personality of HIGH COUNCILOR JEEF, Cornucopia's dictator, who shaped the laws according to his will for nearly twenty years. Six years ago, Jeef was killed in a freak, trivial riding accident, leaving the body politic headless and rife with competing factions. The result was the Cornucopian Civil War (see Military History).

After a long and bloody conflict which has served to thrust the nation even closer to famine, one man has finally assumed the reins of power and holds them tightly enough to command the respect of the other warring factions: COUNCILOR COAN. Coan leads a faction of the Cornucopian High Council which believes it has the perfect solution to all the nation's problems.

This faction calls itself the Expansionists.

THE MILITARY

Until the Civil War and the rise of the Expansionists, the role of the small standing Cornucopian Army was primarily border defense against raiding nomads. Recently, of course, the Army has been given a much larger slice of the national-asset pie.

This coincides with a period of unusually high public confidence in the prowess of the Cornucopian military (it is this confidence that made the Expansionists' plans seem feasible in the first place). For the first time in their history since the days of Nutark, the Cornucopians have themselves a bona fide military hero: their War Chief, MUSTHUMPER. (See Musthumper's personality profile elsewhere.)

Living elbow-to-elbow with millions of their countrymen has taught the Cornucopians one important lesson: You've got to play by the rules. So it is as well with the military.

The Great Musthumper, for reasons which will be made clear, frequently flouts the rigid, ritualistic rules of Cornucopian warfare. He often deploys his armies in random, seemingly silly formations -- and this has the effect of throwing other Cornucopians into fits of terror and awe. Unplanned, surprise moves are alien to Cornucopian military thinking and are the explanation for Musthumper's victories and his fame.



Typical Cornucopian troops. Officer on left carries sword, soldier carries halberd, though both are alternate weapons; Cornucopians most often use axes. Enlisted man's equipment permits him to double as pack animal!

Complex and deeply-ingrained traditions govern what weapons the Cornucopian Army may use, and how they use them. A shortage of wood has prompted the development of metallurgy into a sophisticated science; Cornucopians prefer their steel axes to most other weapons. Since any animals which are not a direct link in the food chain are a terrible inconvenience, Cornucopian armies always use gangs of men in place of draft animals. There is no shortage of raw manpower, of course.

CORNUCOPIANS WILL NEVER HAVE cavalry, wooden weapons (other than bows), large supply trains.

CORNUCOPIANS WILL ALWAYS HAVE numbers. Often more men than there are weapons for them.

CORNUCOPIANS WILL NEVER: allow animals to leave the field without cutting them down for food; enlist in a foreign army and fight against Musthumper. They'll desert or surrender first.

CORNUCOPIANS WILL ALWAYS: Detach at least a few troops to make a grab for any supply trains on the field, regardless of the tactical situation.

WHAT TROOPS SHOULD I USE?

In terms of general costume, weaponry, and overall look, we have selected these troops as the most suitable for use in putting together your Army of Cornucopia:

- Cornucopian Light Infantry:
42-132 Scottish man-at-arms w/axe.....4.00
- Heavy Infantry (Musthumper's favorites!):
42-185 Rus Mercenary Infantry w/axe.....4.00

- Bowmen:
42-184 Pslio Light Infantry w/bow.....4.00
- ...These three packs each contain six figures.
- Auxiliary Halberdiers:
M9 Ral Partha Imports Armored Halberdiers
.....2.00
- (Three figures.)

- Command Unit:
DA32 Byzantine Foot Command (2 officers and 2 standards, perfect as typical Cornucopian command figures).....4.00

The Great Musthumper:
01-120 Cutthroats (4).....4.50

...This pack contains one figure, cloaked and bearing axe and shield, which is perfect as the Great One. An alternate would be the helmeted man with the sword. Either one of these would be perfectly suitable!

- His faithful servant Mudguts:
02-031 Dwarf Axemen (6).....4.00
- ...Perfect as Mudguts, although you do get five extra dwarves. ALTERNATE CHOICE: FTD5 Dwarf with axe and heavy crossbow...1.10
- ...Mudguts would not know how to use the crossbow, and would keep it only as a magic item. It would have no power except in his imagination.

- His water container:
FS34 Treasure Items.....1.75
- ...This pack contains 7 handy magic items including 2 containers, either one of which is perfect as Mudguts' water holder. We suggest you cement the container of your choice to Mudguts' back.

The Cornucopian military legend and popular hero suffers from a unique variety of schizophrenia, in the form of a spasmodic and degenerative amnesia. Attacks of this amnesia can occur without warning, and if left untreated, will eventually result in complete catatonia lasting weeks.

It is this affliction which has accounted for his unpredictable behavior in the field over the years, and hence his military success, which is without precedent in Cornucopian history.

The only known treatment for the attacks is to douse the general with water.

For this reason, Musthumper's personal manservant MUDGUTS stands constantly ready with a bucket or other container full of water, ready to douse the Mighty One in case of difficulty.

On each turn, during the Personal Challenge phase, roll 1d6. On a roll of 6, Musthumper has an attack. The effects of these attacks is cumulative from turn to turn, until he is doused with water.

TURN 1: Musthumper immediately moves 12" (or until he encounters another unit) in a random direction. Any units within 12" of him will break off any combat and move to follow him, attacking any unfriendly units they encounter. This occurs in the Movement Phase.

TURN 2: Musthumper again moves 12" in a random direction. Those units which moved to follow him last turn do so again; Musthumper orders all other units within hailing distance (24") in random directions; each stand of figures must roll their direction on 1d6

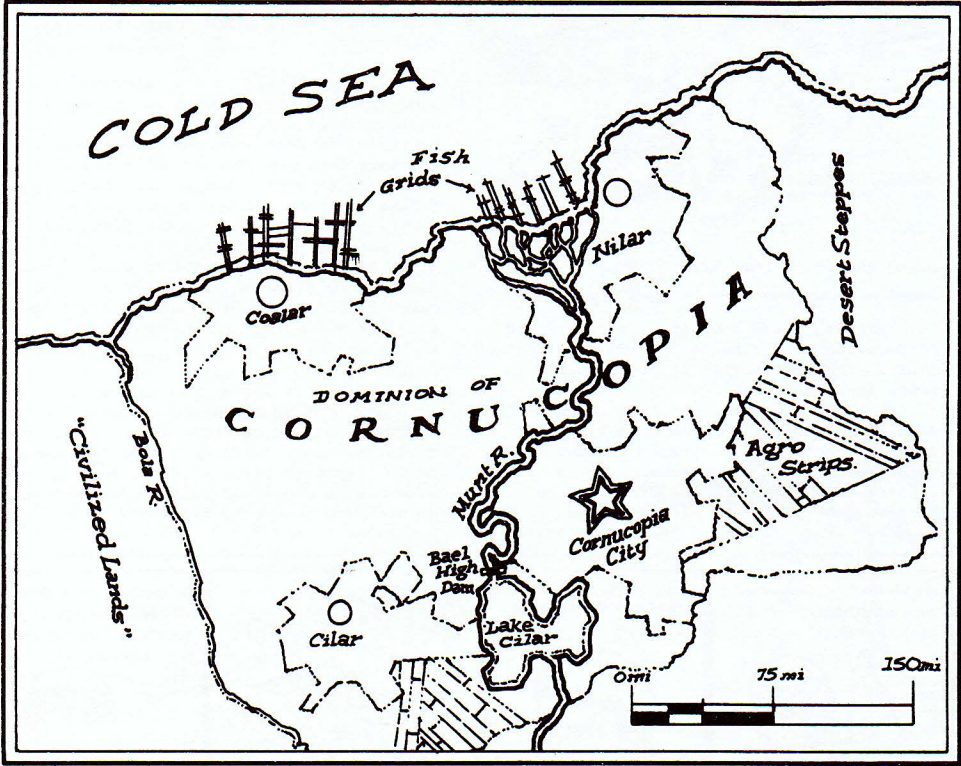
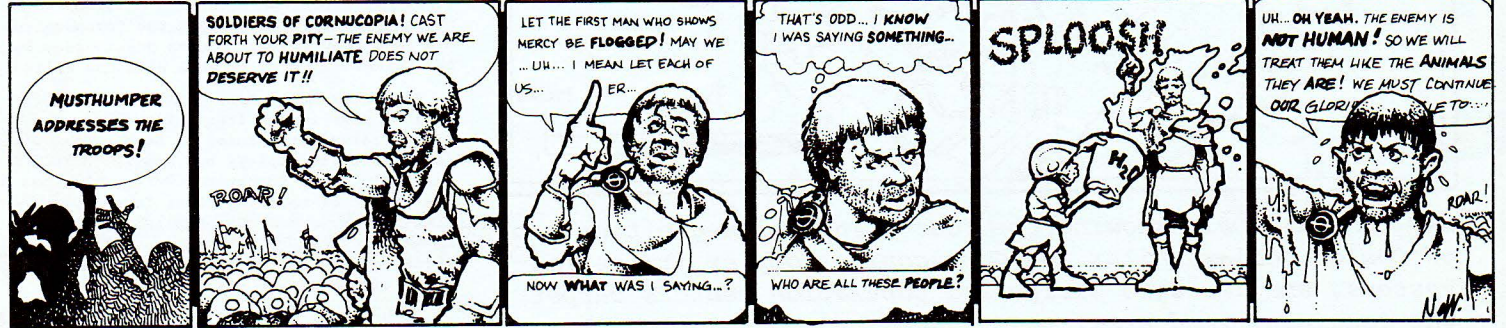


using the following chart:



TURN 3: In the confusion, each unit of Cornucopian troops rolls 1d6. On a roll of 1 or 2, the unit routs; if it is unable to rout, it surrenders.

On a roll of 4 through 6, it once again breaks off all attacks, moves in a random direction, and attacks any unfriendly units it encounters. Musthumper, meanwhile, continues to wander in the direction he pursued last time, and will continue to do so until he is killed or leaves the board.



MAP OF CORNUCOPIA showing the four principal megacities of Coalar, Cilar, Nilar and Cornucopia. Complex irrigation systems, smaller agro strips and population centers carpet the remaining land area.

The Partha Pipeline

Volume III, Number 2 May 1986

Comrades!

Player-character descriptions! Personality sketches! Creature ideas, artifact ideas -- I want them all!

Ral Partha figures are made for use in YOUR campaigns. And in order to make better figures for you to use, I need to know what's going on in the guts of your fantasy campaigns. I need the best characters, player and non-player ones you can dream up! Give me the heroes that have made history in your games - and in return, I offer you *immortality*! Your name and your character - in print!

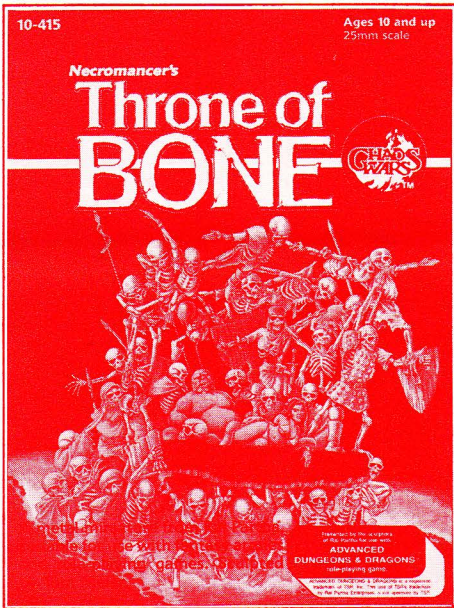
You send me your best animal encounter or magic item or whatever you think is an interesting role-playing idea, and NEXT ISSUE I am devoting a big chunk of the Partha Pipeline to the fruits of YOUR genius. If you have a great idea but you're not too confident of your artistic skills, I will command the slaves in the Ministry of Truth art studios to render your character exactly according to your specifications. Then, if we use it, all you have to do is clip it out of the issue and you will have a professionally-produced rendering of your character to keep!

Your comrade Ral is deadly serious about this. I have received many, many character drawings from you loyal fans over the course of the year, and many of these are absolutely top quality, fascinating characters -- you'll see some of them, too. But now: sometime in the next month or two, select your favorite character and send me a copy of his sheet, and leave the rest to me. It doesn't have to be a super-hero, either! Highly accomplished characters are fine, but what I'm looking for more than anything else is imagination, personality, something a little unusual.

Things are right at the boiling point here at Ral Partha Enterprises, with a burst of some of the most incredible new releases in the history of the company. Within the span of a couple of months we have released the 10-210 Guardian Dragon, the 10-211 Silver Dragon, the 01-146 Forest Dragon, and most recently, the 10-415 Necromancer's Throne of Bone. These are all terrific pieces, incredibly detailed and just plain a lot of fun - and now, we will shortly be releasing two more big pieces. The first to go out will be 10-212 Rogon: The Balrog Dragon, a bizarre fusion of creatures created in the dimensional rift that sparked the Chaos Wars.

Right after that will come our biggest piece of the year and maybe the most interesting thing we've ever done: the 10-416 Dueling Dragons. Bob Charrette sculpted one of the dragons and Julie Guthrie sculpted the other one, each dragon bears one of the 10-414 Warlords as a rider, and they're locked in swirling combat!

But for now, since it's being released and it is also an *incredibly* interesting and complex piece, here are the complete stats for the 10-415 Necromancer's Throne of Bone.



10-415 THE THRONE OF BONE.

The Throne of Bone comes from somewhere beyond the world's boundaries. It is an artifact (or perhaps an entity) of immense necromantic power.

The current master (or perhaps victim) of the Throne is the self-styled Lord Benithrok. Benithrok was originally a scholar of magical history, part of an expedition that travelled beyond the western mountains. What happened there is a mystery, for Benithrok is the only known survivor of a group which included many

fine and powerful heroes. Thirteen months after the expedition left, Benithrok appeared seated on the Throne. Under his orders, minions of the Throne sacked and burned the border town of Keralsburg and the victims of this great quell became new minions of the Throne. Benithrok's depredations have continued. His skeleton army has scattered many forces sent against him, driven their proud banners into the dust, and increased its number from their dead.

Seated on the Throne of Bone, Benithrok exhibits the powers of a mighty necromancer, whereas before he showed little magical talent. His cruelties and wickedness have already become legendary whereas before he was known for his gentleness and generosity. His swollen and flaccid flesh contrasts markedly with the spare ascetic described by his former friends. He has become a terror to the world.

WHERE ENCOUNTERED: where least wanted.
NUMBER ENCOUNTERED: 1 (unique)
HIT POINTS: 200
ARMOR: as plate
WEAPONS: skeleton warriors
ATTACK CHANCE: 40%
SPECIAL ABILITIES: Skeleton warriors may be released in almost unlimited numbers from the Throne's mass. The Throne also confers the powers of a 12th Circle necromancer upon its chosen "master."

BATTLE STATS according to the Rules According to Ral for Fantasy Battles:

Armor	Magick	Prowess	Vitality	Move (")	Cost
3	12	12	12	8	27

NOTES: The Throne makes its "owner" a Rank 6 Necromancer for magical capabilities. If the Throne is destroyed, he or she is destroyed as well. The Throne may detach skeletons as foot yeoman units at the cost of reducing its own ratings. No rating can be reduced below zero. Each unit detached reduces the Throne's stats as follows:

Armor	Magick	Prowess	Vitality	Move (")
0	-2	-2	-2	-2

Units may recombine with the Throne. Every six skeletons that recombine, regardless of the units of their origin, the Throne's stats are increased as follows until its original stats are reached. It requires twelve skeletons for each increase after that:

Armor	Magick	Prowess	Vitality	Move (")
0	+1	+1	+1	+1



The Ral Partha DEATH SQUADS.

As a member of the Ral Partha Collectors' Club, you received a special pack of figures in lieu of the traditional single Collector's Figure. This was a representation of one of the Ral Partha Death Squads.

Here, to make this special gift complete and more useful, is the official story and some stats for the Ral Partha Death Squads in general, and for this unit in particular.

The Ral Partha Death Squads are small, tight, well-armed and highly disciplined strike teams that range at will across all the planes of the so-called 'multiverse.' Remorseless and brutally efficient, their chief function is to maintain discipline and terror among the minions of the Lord Ral, as well as to eliminate opposition among those groups who have not yet sworn their allegiance to him.

The Lord Ral chooses trouble spots to target for Death Squad strikes according to his whims, which cut across all lines of geography and alignment and are virtually unpredictable. This habit, along with Ral's known friendship with the infamous Black Prince, enhance the fantasy lord's reputation as a Chaotic. In fact - if the world could only know it - Ral the Mighty serves neither the Lords of Chaos nor any other master. He is completely unaligned and charts his own course.

His Death Squads can number as many as a hundred men, or as few as two; unit strength and armament depend entirely on the nature of the target or mission. Death Squads will never function as regular army units. Their equipment and training make them effective only as interdimensional commandos, striking quickly and cleanly.

THE PERSONNEL.

RAL. This Death Squad has the best Squad Leader of them all: the Mighty Ral himself. This does not happen often, but does wonders for the morale of the unit. It does amazing things to the morale of the target, too!

Ral the Formidable is something of a mystery in the fantasy world. Scholars familiar with the records of his appearances seem unable to agree on the exact meaning of the runes on the front of his jersey; furthermore, what is the function of the strange instrument he carries? Is it a staff of power, or merely a strangely-designed swagger stick? One thing is certain: for whatever reason, the scowling Ral commands instant, unthinking obedience from his own vassals, including the members of this Death Squad.

THE DEATH SQUAD LIEUTENANT. This is one of Ral's intensively-trained death specialists. Probably even Ral does not know his name; the

Mighty One doesn't keep records of such things. Ral does, however, keep his men equipped and supplied with the best materials he can pluck from time and space, and this soldier is trained to use an incredible variety of weapons.

What follows is a brief summary of the weapons carried by the Death Squad Lieutenant. In addition, whenever he encounters a new weapon (edged or projectile) or mechanical device, he has a 90% chance of being already skilled in its use. He will achieve a high competency in the use of any unfamiliar weapon within a few hours anyway.

PISTOL. This is a fairly standard 20th-century .38 calibre handgun. It has an effective range of 40" and will inflict 2d6 damage; it holds eight rounds.

MACHETE. A standard, if somewhat heavy, edged weapon. 1d6+3 damage.

DAGGERS. He can use one in each hand if he's not using any other weapon; 2d3 damage each.

FLAIL MACE. 2d4 damage.

BLASTER RIFLE. This weapon was plucked from one of the infinite number of possible future worlds, and packs a significant wallop. It has an effective range of 30", and when it strikes its target, affects that target exactly as a Flame Strike spell. The only difference is that the Flame Strike effects apply only to the target, of course, and the Lieutenant can fire the weapon at will until its energy is expended (1d6+2 shots).

GRENADES. Again, a fairly standard 20th-century fragmentation design. Targets a blast ellipse 3" in diameter, within which all targets suffer 2d6+4 damage. He carries three of them.

SLINGSHOT. The "weapon of choice" of such legendary marksmen as Tom Sawyer and Spanky "Our Gang" Macfarland can have its odd uses even in the grueling field of transdimensional stormtrooping. Don't laugh! It's got an effective range of 3", and if used to shoot stones, pennies, or any inert object under one ounce in weight, will inflict 1d6-1 damage. BUT you can use your imagination as far as what sort of ammunition to use! Excellent as a silent weapon for diversion or even assassination.

NUCLEAR SATCHEL CHARGE. Another device plucked from an unknown and uninviting future world. Targets a blast radius 20" in diameter in which any living creature suffers effects similar to a high-level Death spell. For another 10" in any direction, any creatures

not under heavy cover suffer effects as if they were being attacked with a Flame Strike spell, with the same saving throws etc.; in addition, they must save vs. poison or death will occur in 1d6 weeks.

THE MUTANT DRONE. This is either the most interesting member of the Death Squad, or its most interesting piece of equipment, depending on how you look at it. The Mutant Drones are lifted or recruited from a far-future parallel universe, the products of extensive genetic manipulation, considerable mutation, and somebody's savage idea of the 'ultimate soldier.'

The Drone will obey Ral, or any recognized Squad Leader, without question or hesitation regardless of the risks; it cannot initiate any action of its own without direct, explicit orders. It can receive radio signals, but as none of the other Death Squad members carry field radios, the Drone must remain within hailing distance of the Squad Leader or it will simply stand idle, even if attacked.

The Drone will give battle reports upon demand, in a harsh, cracked voice; but will initiate no speech except in response to questions and cannot render opinions except those of a military nature pertaining to the situation at hand.

The Mutant Drone's jetpack permits it to fly at low altitude ("Nap of Earth") for a distance of 60" per turn. The most that the drone can accelerate or decelerate per turn is 20".

The Drone has a hefty 50 hit points and can take physical punishment all day.

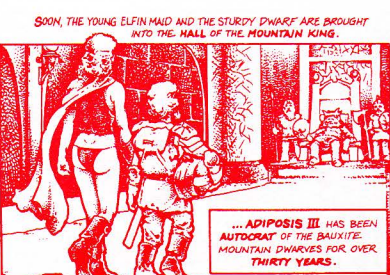
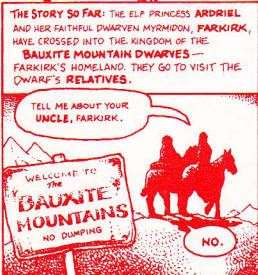
In its right hand is an energy blaster of alien design. This weapon can fire 1d6+2 bursts in any given battle, and its effects are very similar to a standard 3rd-level Fireball spell in both range and damage.

It is the Lord Ral's personal habit to use the Mutant Drone as his own personal bodyguard, allowing Ral to mount offensives and attack anyone while using the Drone as his personal blast shield. Other Squad Leaders have occasionally used the huge mutants more imaginatively.

THE OTHER CHARACTERS.

We are also including one of an assortment of Ral's death specialists, recruited in much the same manner as the members of the Chaos Wars Press Gang (see last issue of the Pipeline). Their identities are not known but their personalities are obvious, and they bring with them the costumes and weaponry of the period from which they've been plucked. In the course of future issues of the Pipeline we will highlight some of these characters and reveal something of their backgrounds and their motivation.

Dudgeons & Daggers With DM "Nasty Frank" Neeley! THIS EPISODE: SHORTCUT TO THE TOP!



character stats for
RAL THE MIGHTY.

...The observations and auguries of the now-scattered Cherrionite monks have given us our clearest ideas on the course the all-engulfing Chaos Wars might follow. From deep beneath the stacks of scrolls in their ruined Abbey of Calthway comes this incomplete, tentative personality sketch of one of the fantasy world's most colorful and influential personalities.

WHERE ENCOUNTERED: The Lord Ral has been encountered leading units of troops aligned with the chaotic Black Prince, but this only very rarely; more frequent reports find him rubbing elbows with shady black-market merchants in larger towns.

HIT POINTS: 30

ARMOR: Wears none normally, but can wear anything man-sized.

WEAPONS: Carries none normally, other than his strange spoon-shaped wand of unknown properties; the Lord Ral is only marginally skilled in the use of edged weapons and resorts more often to the use of the evil fire-sticks which our deranged lay brother Freder refers to as 'automatic weapons.'

ATTACK CHANCE: 75% with anything from the little six-shooter fire sticks to the big, devastating 'staff of repeating fireballs' which poor brother Freder calls a 'bazooka.' 30% with any edged weapon.

SPECIAL ABILITIES: Ral commands the Words of Power with great skill, and has the use of a devastating *Invective* spell which operates quite like a 6th-level *Spiritwrack* spell. Ral either possesses himself, or commands those who do possess the ability to transport him between the planes of existence at will.

NOTES: Ral adds +1 to morale rolls of any chaotic unit he commands.



YOU CAN ACTUALLY USE the characters of Ardriel, the beautiful elf princess, and her faithful dwarf companion Farkirk, in your own campaigns! Ardriel: resourceful and self-confident, the 'princess errant' of the now scattered Elves of Benden. Farkirk: gruff and somewhat sarcastic, dreaming of a life that might have been had he been born as a Golden Paladin instead of a dwarf! They're both witty and versatile and they'll add a note of surprise and fun to your dungeon campaign if they don't succeed in getting themselves killed first.

ARDRIEL exists as a figure, in a player-character pack which shows the elf in three of her many guises.

01-312 Ardriel (3 figures).....3.00

FARKIRK is a little more complicated, as there are many figures you could choose. The original Farkirk figure was the 02-036 Dwarf striking with Hammer, and that's still a good choice. Almost any one of the Fantasy Collector Series dwarves would do very well. By far the most attractive dwarf figure available anywhere, though, is the 3-Stage Character Dwarf Fighter, 01-323, and we recommend the first or second "stage" as the figure to use.

02-031 Dwarf Axemen (6).....4.50
02-032 Elite Dwarf Axemen (6).....4.50
02-033 Dwarf with two-handed axe (6)...4.50
02-036 Dwarf striking with hammer (6)...4.50

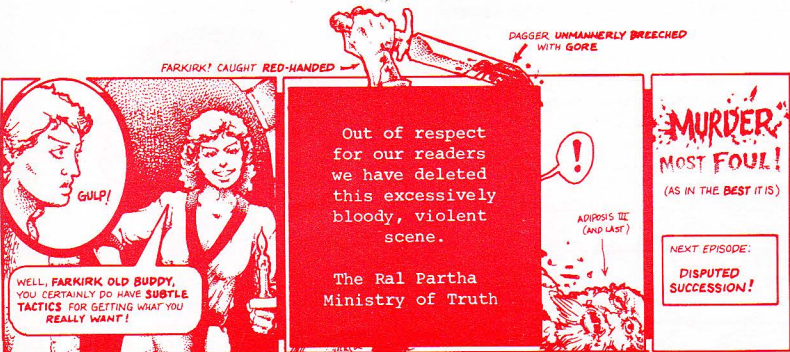
...Or some single-figure choices:

02-233 Dwarf with axe.....1.25
02-234 Dwarf with sword.....1.25
02-235 Dwarf with axe.....1.25

...And of course:

01-323 Dwarf 3-Stage Character (3 figs).3.50

NEXT ISSUE: Complete character stats for the two adventurers, as well as another installment of their comic adventures!



GOOD NEWS! Charging your Ral Partha figures when ordering them by phone has always been an easy and quick way to get the figures you need. Now it's even easier, because you can also order using your DISCOVERY card!



MAJOR CHAOS WARS
RuneQuest

BROOS OF GLORANTHA

The following is an article on broos - the loathesome goatlike creatures of the Runquest world - submitted to the Ral Partha Ministry of Truth by Greg Stafford of Chaosium, Inc.

Broos are the favored monster of Glorantha. They are good for gratuitous violence and for amusing a creative gamemaster.

They are a mishegotten and evil race with no redeeming values whatsoever. Although millions of these creatures are known to have been spawned, only two are known to have been good. And one of those is an NPC.

Broos come in every imaginable shape, thanks to their unique ability to fertilize any type of animal. Thus in marshes the dominant types are crocodile broos, while on the plains variations of bison broos roam. In lush regions, broos take on a variety of shapes, often intermixing the various features of animals as generations interbreed, perhaps resulting in a broo with an eagle's head, one elephant's forefoot, one tentacle, two tiger legs and a snake's tail. Such monsters are one-of-a-kind (who needs two?). If such mixing goes too far, the breed either becomes formless, like a gorp, or the original broo's form of a carnivorous goat-like creature shapes itself from the parts.

Colors of broos vary. Left to themselves, broos are dark colors, blacks and browns. Startlingly bright colors sometimes splash across bodies, or limbs occasionally are metallic. The putrid diseases which they carry sometimes mark them with bilious boils and gangrenous wounds.

Creative gamemasters should fashion whatever type of broos amuses them and will challenge the player characters. Some should be deadly -- try the broo with a scorpion's tail that strikes with an electric bolt; 2d6 damage, no metallic armor protects from it.

Creative gamemasters can apply their imaginations to figures, too. Modifications to almost any extra figure can make a broo. I can imagine a broo with all legs, no other limbs - probably lead- and epoxy-colored, since it would obviously not last out a single fight.

RUNEQUEST is a registered trademark of Chaosium, Inc. ©1986.

RUNEQUEST Blisterpacks. All figures sculpted by Bob Charrette.

18-001 Shamans (3).....3.50
18-002 Broo (3, with assorted heads)....3.50
18-003 Fachan (with a variety of weapons).....2.50
18-004 Spirits & Ghosts (3).....3.50
18-005 Headhanger.....4.00
18-006 Lunar Troopers (3).....3.50
18-007 Wyrms.....4.00
18-008 Orlanth Cultists (3).....3.50

☐ All right, ENOUGH! I can no longer hold out against Ral's efforts to seduce my brain into joining the 1986 RAL PARTHA COLLECTOR'S CLUB. I surrender my soul completely, as well as a check or money order ("No cash!" -RAL) for \$5.00... But it's okay! Membership entitles me to my 1986 Collector's Figure set, four big issues of the Pipeline, one each of the Fantasy and Historical catalogs as they're published, and no end of useful wargaming wit and wisdom.

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

Send to: Ral Partha Enterprises Ministry of Truth
Extreme Lower Dungeon
5938 Carthage Court
Cincinnati, OH 45212



Artist's conception of two upcoming blockbuster Ral Partha boxed figures. On the left is the 10-212 Rôgon: The Balrog Dragon, sculpted by Tom Meier. On the right are the 10-416 Dueling Dragons, sculpted by Bob Charrette and Julie Guthrie.

☐ Before my body I throw my warlike shield! I'd like to subscribe to the Ral Partha Enterprises CHAOS WARS™ War Bulletin and not miss a single one of this year's five big issues of character sketches, scenarios, and other assorted wisdom from the Chaos Wars thinkers. Enclosed is my check or money order (Ral advises that you don't send cash through the mail) for \$5.00 payable to Ral Partha Enterprises.

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The PARTHA PIPELINE

Comrades!

This is by no means a typical issue of the *Partha Pipeline* which you hold in your hot, acquisitive little fists - no indeed. For one thing, since it's late, it serves as tangible proof (all you'll ever get) of the fallibility of my Esteemed Self. This is the issue that should have been Volume II, Number 4, the last issue of last year. Instead we are publishing it as a sort of "bonus issue" this year. It unique in another way, too: it's the first issue EVER of a new Ral Partha publication: the *Chaos Wars War Bulletin*. So for you Collector's Club faithful, you're not only getting the issue we owed you, with a few things thrown in we wouldn't have had if we'd got the issue out on time; but you're also getting a free introduction to the incredible world of the *Chaos Wars*, and a chance to subscribe for further issues of the *War Bulletin*.

The *Pipeline*, once we resume our usual production schedule, will be four full pages as usual, and we'll be producing four of them over the course of the year, not counting this issue which technically does not exist. The *War Bulletin* will also be four pages in length, and it will appear FIVE times a year, and that does include this issue which for *War Bulletin* purposes does exist. So the issue exists and it doesn't exist. Obviously the Ministry of Terror's files will require some updating!

In addition to your four *Pipelines*, you are of course entitled to your official Collector's Figure set. If you'll recall from last issue, this year I'm giving you a special blisterpacked rendition of a Ral Partha *Death Squad* Unit.

It's three figures:

1. A "Ral" figure. Not gold-plated this time, but cast in production metal and suitable for painting and finishing according to the official Color Guide we'll include. My effigy will serve as Squad Leader;

2. A *Death Squad* Lieutenant. This is a specially-sculpted figure by Tom Meier, and he's carrying an incredible selection of the latest weaponry, along with some old favorites, and a couple of things that haven't even been invented yet! This is the most heavily-armed single figure available today according to my own rough poll. Once you see him I'd be interested in your opinion.

3. You never know which figure this might be, since I'm choosing them at random from among our tougher-looking high tech troops. Most likely it'll be someone from the *20th Century Plus* lines, like a Terrorist or a U.S. or Soviet soldier. However, there are other interesting possibilities.

I'd like to take this somewhat belated opportunity to wish you all the happiest and healthiest of New Years, and to hope that your holiday celebrations were enjoyable! It's just too bad you couldn't have been here to see the annual Ral Partha Enterprises New Year's Bash - what a hoot! These things get better every year! The slaves down in the Ministry of Social Planning really put in some hours on this, and it showed: this year, for the first year ever, they were not flogged as a result.

We got tradition out of the road early with the full-dress parade, in which units of my elite Terror Guard got to show off their traditional slap and dash. Afterwards I inspected these troops myself, and let me tell you, comrades - more than their dash got slapped! But never mind; after that we had the traditional holiday feast. I think I can safely say that your old comrade Ral was not the only one who busted a button or two off his full dress Guards uniform at this convivium! I especially noticed my old friend the Lord Benithrok packing away the eatables with greater-than-usual enthusiasm; I doubt whether even his magical 10-415 *Necromancer's Throne of Bone* will be lifting HIM for awhile!

Alas, all things must eventually come to an end, and I knew things were about to get sloppy when a unit of my auxiliary Slime Mutant Legions volunteered to perform the Sabre Dance. There was nothing to do after that but mop up, and prepare for next year!

Questions and answers about the Dominion of CORNUCOPIA.

...Response to our last issue, in which we studied the fantasy nation of Cornucopia in an essay entitled *Welcome to Cornucopia*, indicated that many of you were fascinated by the idea of this once-proud nation breeding and starving itself to death, facing the fantasy world with crude weapons and empty stomachs. We received several interesting counter-suggestions concerning the Cornucopian government and the career of the great General Musthumper.

We've also received several interesting questions about the Cornucopians, and we'll explore one of them here.

Q: What is the significance of the device you see on General Musthumper's cloak clasp? It also appears on Cornucopian uniforms; is it a sort of national symbol? If so, what does it represent?

The device you're talking about is the symbol which appears on the Cornucopian Sacred Banner of Unity, the emblem which the Cornucopians now fly as their national flag. The symbolism behind this emblem is simple: the circle represents the whole of Cornucopian humanity, the band across it representing the ties of brotherhood binding it together in a common cause. There are the sharp-tongued, of course, who reply that the symbol might better represent humanity with an iron bar across it! However, such critics are usually silenced quickly.

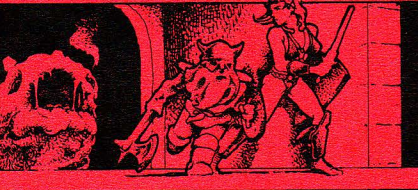
In the ancient days before the cataclysmic Cornucopian Civil War, each of the four megacities of Cornucopia was represented by its own distinctive base color. This color was used and displayed much as we use flags today; it appeared on the banners, uniforms, and even buildings of the city. These colors broke down as follows:

The "Maritime" Megacities	Coalar.....White Nilar.....Pale Blue
The "Agro" Megacities	Cilar.....Yellow or Dun Cornucopia CityOlive Green

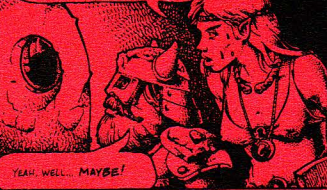
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A SESSION OF ADVANCED DUDGEONS & DAGGERS,[™] with "NASTY FRANK!"

THE SCENE: A DUNGEON! OUR HEROES - THE LISSOME ELF PRINCESS ANDRIEL, AND HER FAITHFUL DWARVEN MYRMIDON, FARKURK, ARE BEING PURSUED BY A FEROCIOUS 25TH-LEVEL FIRE SLUG!



"FRANK'S PLANT'S SAFE! FOR THE MOMENT, ANYWAY - FARKURK, WE'VE GOT TO GET OUT OF THIS DUNGEON AND BACK TO THE SURFACE!"



DON'T BE A FOOL, FARKURK! THAT SLUG IS A KILLER! WE NEED A FEW MORE WEAPONS, MAYBE HIRE A LITTLE HELP - AND WE BOTH NEED TO REST. WE CAN COME BACK FOR THE TREASURE LATER!

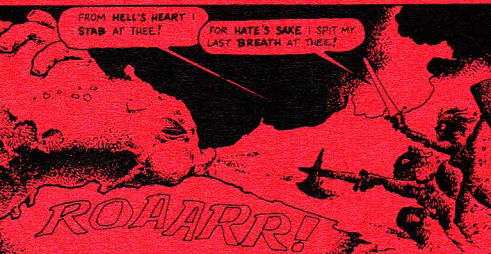


LISTEN, TOOTS! WE'RE BEING CHASED BY THAT STUPID SLUG OUT THERE AND FOR WHAT? GOLD? WE CAN GET THAT ANYWHERE! ... AND NOTHING PERSONAL, BUT THESE CHARACTERS AIN'T SO GREAT EITHER! YOU THINK IT'S FUN BEING A DWARF...?

NOW, DO YOU REALLY WANT TO PROLONG THIS CAMPAIGN - ?

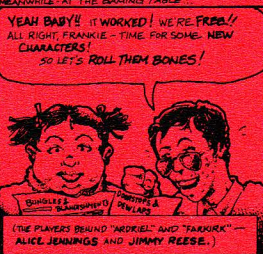


* NOTE: USE OF THE WORD "DUNGEON" IS NOT APPROVED BY TSR

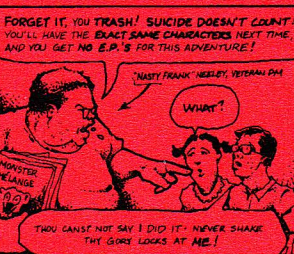


FROM HELL'S HEART! STAB AT TREE!

FOR HATE'S SAKE I SPIT MY LAST BREATH AT THEE!



YEAH BABY!! IT WORKED! WE'RE FREE!! ALL RIGHT, FRANKIE - TIME FOR SOME NEW CHARACTERS! SO LET'S ROLL THEM BONES!



FORGET IT, YOU TRASH! SUICIDE DOESN'T COUNT! YOU'LL HAVE THE EXACT SAME CHARACTERS NEXT TIME, AND YOU GET NO E.P.'S FOR THIS ADVENTURE!



LATER... DIDN'T I READ SOMEWHERE THAT A BUNCH OF PEOPLE WENT SORRY IN THE HEAD PLAYING THIS GAME?

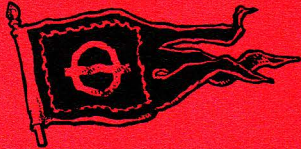
NASTY FRANK! HEHE, YET ANOTHER DAY... WHAT?

THOU CANST NOT SAY I DID IT! NEVER SHAKE THY GORE LOOKS AT ME!

NEXT ISSUE: MORE DUDGEONS & DAGGERS!

USE ONLY AS DIRECTED. THIS PRODUCT CONTAINS LEAD AND IS NOT SUITABLE FOR CHILDREN UNDER \$35.00 PER ANNUM DADDIES.

I separate the megacities into these two categories because as population pressure began to exert itself, and food shortages became a major problem in the nation, an intense rivalry developed between the cities that produced food from the ocean and those that grew it on the land. Eventually this became a fanatic polarization, and in the Civil War, these were the sides as they aligned themselves.



It was following the Civil War that the nominally victorious "Agros" imposed unity upon the nation and hauled out the sacred Unity Symbol to hoist as the country's flag.

This issue's Partha Paints FEATURE COLOR:

DUN.

This issue's featured Partha Paints color is 77-711 DUN. It will be the purpose of this column to present tips and hints for using various colors - we'll select one or two of them each issue. What we really want to do, as always, is stimulate thought from you, to inspire you to think of new and different uses for some of these colors. We would be interested in hearing what you think after hearing our ideas for Dun.

This 77-711 Dun is anything but a specialized color - it's one of the most generally useful colors in the range. It's a mustard yellow shade which can be useful anytime you want a shade of yellow somewhat less striking than the straight 77-716 YELLOW. For example, it's perfect for portraying the fresh-cut wood of ships' planking; for added realism, you can simulate age and wear on the wood by streaking in a small amount of 77-713 RED BROWN, perhaps combined with some 77-707 GREY. This is also useful for the wood in siege equipment or weapon shafts.

Other uses include portraying untanned or unfinished leather; desert sand color, as it appears on armor etc.; the famous Confederate "butternut" shade; or, if you mix it with some 77-705 FLESH (1 part Dun to 2 parts Flesh), it's an excellent shade for high-lighting Eastern flesh tones.

Ral's energetic friend Chuck often uses this color for his fast paint jobs. To answer his critics' barbs, Chuck replies that yes indeed, his figures are DUN!

One rather complex field in which 77-711 Dun is particularly useful is that of horse coloration. How many times have you been

Conversion Corner?

Lynn Bodin's

As anyone who has ever played *The Sword and the Flame* already knows, Lynn Bodin is a leading authority on the golden age of British imperialism and editor-in-chief of the Bible of hard-core Colonials wargamers, *Savage and Soldier* magazine. An avid collector of Ral Partha's 25mm Colonials figures among others, Lynn offers us this handy tip for creating a new figure out of parts of figures that already exist.

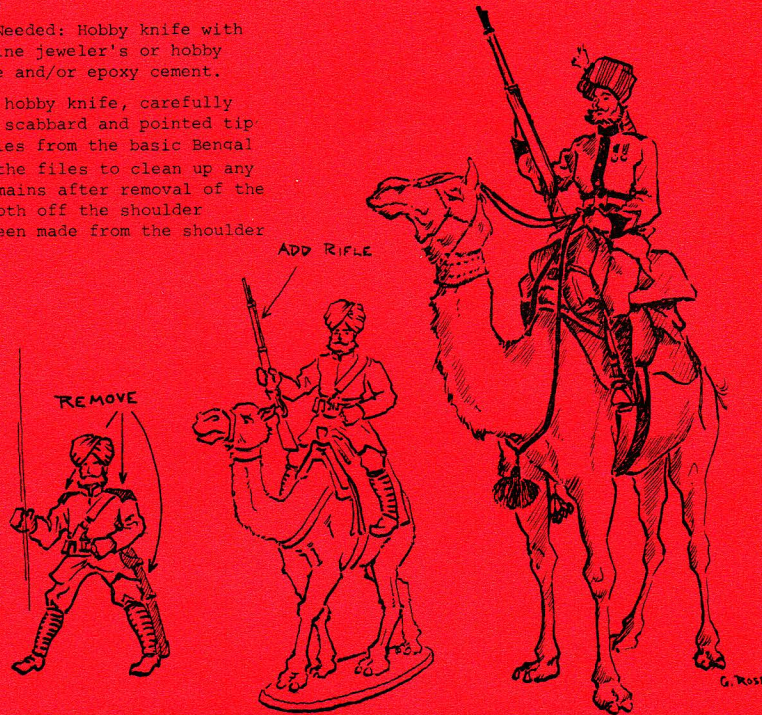
THE BIKANER CAMEL CORPS.

The Bikaner Camel Corps served in India, Aden and Somaliland during the latter portion of the 19th and the beginning of the 20th centuries.

Figures and Parts Needed: Bengal Lancers (88-104); camels from Egyptian Camel Corps (88-211); and Martini-Henry rifles (from any Zulu weapons sprue).

Tools and Supplies Needed: Hobby knife with sharp blade. Very fine jeweler's or hobby files. Cyanoacrylate and/or epoxy cement.

Procedure: With the hobby knife, carefully carve off the sword scabbard and pointed tip of the shoulder scales from the basic Bengal Lancer figure. Use the files to clean up any "scarring" which remains after removal of the scabbard and to smooth off the shoulder straps which have been made from the shoulder



intimidated away from painting up a cavalry unit, simply because you didn't know how to paint horses? Well, it's happened to quite a few of your comrades, but there are solutions. For example, there is a kind of horse called simply a "dun." You can simulate it by giving your horse figure a base coat of good old 77-711, and then dry-brushing in some 77-714 DARK BROWN around the legs and withers. The mane and tail should be mostly black, with some Dun and Dark Brown high-

lighting. Brushing in some more Dark Brown, and using 77-708 Black to highlight the nose, stockings, tail etc. gives you a good "buckskin" horse; using a lighter dry-brushing of Red Brown instead of the heavy Dark Brown would give you a "red dun."

The American Quarter Horse Association publishes a handy guide to the coloration of quarter horse breeds, and this makes a good starting point, as well as explaining the different types of white markings horses may have. There may be a nominal charge for this book; perhaps not. For information, here's the address:

The American Quarter Horse Association
P.O. Box 200
Amarillo, Texas 79168
(806) 376-4811

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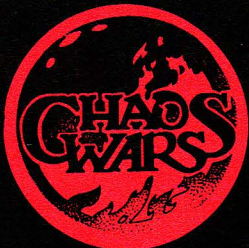
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WAR BULLETIN



The Chronicles of Romanni the Wanderer.

...It began innocently, quietly, and as a result of the diligence of a well-intentioned priest, Brother Thaddeus unriddled the hiding place of the long-lost Chalice of Lentagern from certain obscure passages in Zentarch's Great Book of Thaumaturgy. Desirous of gaining the beneficial powers of the artifact, Thaddeus urged his master, the powerful border princeling High Lord Roderick, to mount an expedition to recover it. That lord, seeing only good to come of it, agreed.

As is the way of the world, word was spread. It soon came to the ears of Duke Torin, Roderick's chief rival and a greedy and conquest-hungry man. He desired the Chalice for himself and set out to beat Roderick to the site.

The gods were kind at that time, for Torin did not outpace Roderick. Their forces met in the Valley of Cumberand in pitched battle. With the help of the Chalice's guardians, Roderick defeated and scattered the Black Duke's troops.

After the battle, the Chalice was carried to Lord Roderick's castle. For months, Brother Thaddeus puzzled over the runes graven on its surface. He was unable to discover how to utilize the Chalice's reported powers. At last, he asked Roderick to send the Chalice to the Abbey of Calthway, center of the Cherriionite Order of the God of Knowledge, that its secrets might be unlocked. The High Lord, his lands peaceful and bountiful these many months, was content to agree.

As it was agreed, so it was done. The Cherriionite monks set to with a right good will, excited by the challenge of discovery. Unknown to them, there stirred a Power intrigued by the Chalice's reappearance in the world.

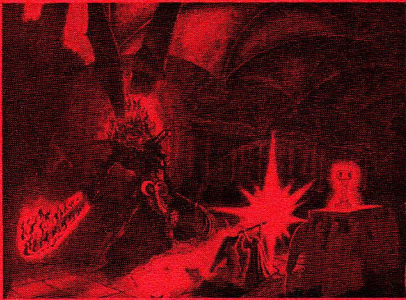
Deep within his otherworld palace, Ral, Lord of the Balrogs sat brooding. Minor Demons and air sprites slipped between pillars of chalcedony and lapis lazuli and flitted up the carved bone steps of his throne to whisper in his ear. From the bits of information they softly imparted, Ral learned of the gaining of the Chalice, and its whereabouts.

The lord of the Balrogs conceived a desire to possess the Chalice of Lentagern and add its power to his own considerable store. He rose from his throne, the flicking whip Tangler scattering servitors, and spread his wings. The mighty pinions beat and carried him up, out of his palace, and into the glittering darkness between the dimensions. As he

flew, he sang a Song of Power to call air spirits to guide him to the Abbey of Calthway.

At the Abbey, the Cherriionite priests sensed a disturbance in the order of the world. Auguries and omens were dark, ominous, and confusing. A lay brother went into a fit and prophesied a great doom to come before falling forever silent. Ibranham, Grandmaster of the Order, called his followers together. He set the martial brothers to preparing for war and the mystic brothers to strengthening their magical defenses. He ordered the Chalice of Lentagern carried to the deepest cellars of the Abbey. When all left to carry out his orders, he stood alone with his fears for what was to come.

Resenting the resistance posed by the Order's operations, the Lord of the Balrogs



swept down upon the Abbey in full power and fury. The physical defenses he swept away. The magical defenses merely slowed him. His laughter echoed through the Abbey's halls as terrified priests struggled to flee. Ibranham realized that only the Chalice could have attracted Ral to the Abbey and feared its use in the demon's hands. He gathered his inner circle of wizard-priests and rushed to defend it.

The final confrontation occurred in the lowest chamber of the Abbey's cellars. Ral, sensing impending victory, battered at the magical shields of the last survivors of the inner circle. Ibranham, watching his wizard-priests crumble one by one, knew defeat was soon forthcoming. Hating himself for deserting his charges, he decided to use his own magic to teleport away with the Chalice, to find some hiding place for it where it would

be out of the Balrog's clutches.

As Ibranham began to weave his spell, Ral sensed the swelling of magic and discerned the nature of the spell. Thinking it would be a fine jest to have the Grandmaster teleport into his arms rather than to the intended destination, the Balrog Lord reached out with his magic-warping ability. The energies of demon's power and priest's spell began to twine about each other. Both suddenly whirled into a vortex as some third source of energy joined them!

Wind swept the chamber, the sound of its passage drowned out by a clear ringing from the Chalice. As the wind died, the ringing rose higher and higher in pitch until, with a sound as of a thousand windows shattering, the Chalice vanished from sight. In its place was a swelling spot of darkness shot through with lightnings and otherworldly colors.

Ibranham, lying battered and half-conscious against one wall, heard the Lord of the Balrogs scream with rage and frustration. He saw the demon gaze into the darkness and lash his terrible whip at it. Ral roared again, but this time the sound carried what in a lesser being might have been described as a tinge of fear. The demon started to turn from the growing blot - and vanished in a wild crackle of energy.

The Grandmaster stood and gazed into the darkness himself. What he saw there no man knows; but he began his own spells to disperse it, at which point the blot moved away from Ibranham and passed straight through the ceiling, leaving a hole with edges rimed with ice. Peering after it, Ibranham saw the blot disperse in the gathering gloom of the approaching night.

A final amazement greeted Ibranham when he knelt to examine the spot where the thing had appeared. On the floor, a damm from the frost that had covered them, lay an odd collection of objects! Some he recognized, although these seemed to be made of unknown materials; others, though they were made of common materials, were of unknown use. The Grandmaster began to understand the nature of what had happened. A rift to other dimensions and realities had been created... A rift which was growing. Trembling with fear for the world, Ibranham cursed the Lord of the Balrogs. He would destroy that creature! He swore it to himself!

The Chaos Wars had begun.

The CHAOS WARS™ Press Gang Wants YOU!



Your party has just walked into a silent and apparently deserted clearing. Suddenly - POP! - there stand five strangely-garbed individuals where a second before, there was nothing! As you try to take cover, you notice one of the strangers pointing a shiny tube at your group.

In a moment, you are lying on the ground, paralyzed and helpless.

Congratulations! You've just been recruited into the CHAOS WARS!

The Chaos Wars Press Gang roams the wide universe in search of worthy recruits to serve their nameless lord against his enemies. What awaits you is nothing less than absorption into the struggle for control of reality itself. A conscription into high adventure, to be sure - but it's also a life sentence.

GN Notes.

1. APPEARANCE.

The five strangers are all human in size and shape. They materialize in a tight wedge formation, facing in the general direction of potential victims. From left to right:

Musthumper. A scarred warrior, in leather

scale, surcoat, and armed with axe and shield. He mutters incoherently.

Dalfour Exee. With his head totally obscured within a helmet, it's his exotic dress and deliberate motions that attract attention.

Katheel, the Dimension Dancer. At the center and forward tip of the Press Gang, his garb, staff and demeanor mark him as a magic user of some note.

Sidewinder. Slender and mysterious under his wide-brimmed hat and enshrouding cloak, with a sinister touch added by his rapier and darting eyes.

Anatoli Dolokhov. A sturdy fellow in boots, long drab coat, and fur cap. His wide, slavick peasant face and the unusual instrument he cradles in his arms combine to give him a menacing demeanor.

2. PRESS GANG CHARACTER STATS.

Musthumper. This is the Cornucopian general and military legend we discussed in the last issue of the Pipeline. He is now suffering from one of his periodic attacks of temporary insanity. His erratic behavior can distract and upset logical, rational defenders.

HIT POINTS: 30

ARMOR: As scale mail

WEAPONS: Axe (artifact +4)

ATTACK CHANCES: 70% with axe.

SPECIAL ABILITIES: Possible berserker tendencies.

Dalfour Exee. A cyborg operative of the Rim Patrol recruited from the 26th century, Dalfour carries a stun rifle which is normally used to incapacitate potential recruits.

HIT POINTS: 40

ARMOR: As full plate +2

WEAPONS: LBD-80 Mark VI Stun Rifle (stun)

ATTACK CHANCE: 95% with stun rifle;

targeted P.C.'s roll saving throw as against magic spell -3.

SPECIAL ABILITIES: Infrared detection gear built into his helmet. Replacement parts for his cybernetic units in backpack.

Katheel, the Dimension Dancer. The wizard Katheel, a long-time supporter of his lord in the Chaos Wars, is a Press Gang member whose role is to defeat all magical opposition encountered.

HIT POINTS: 20

ARMOR: As plate.

WEAPONS: Enchanted Staff (2d6+3)

ATTACK CHANCE: 50% with staff. No saving throws against this spell.

SPECIAL ABILITIES: Can teleport instantly to various planes of existence. Enchanted staff offers armor bonus in defense.

Sidewinder. The mysterious leader of the Press Gang, Sidewinder is an expert swordsman, but would rather have others do his dirty work for him. His duty is to point out likely recruits to his four henchmen before time returns the Press Gang to their masters.

HIT POINTS: 20

ARMOR: +2 leather

WEAPONS: Sword (1d6+2)

ATTACK CHANCES: 90% with sword; 80% with other weapons.

SPECIAL ABILITIES: Stealth.

Anatoli Dolokhov. Anatoli was on sentry duty at Gulag 27 when he was recruited. He showed immediate loyalty to his new masters, and he was soon promoted to the Press Gang. His job is to insure the safety of his comrades with his Kalashnikov automatic rifle -- firing a few rounds into the air is usually sufficient.

HIT POINTS: 20

ARMOR: As leather.

WEAPONS: AK-47 assault rifle and six 30-round clips (3d6+4 per round).

SPECIAL ABILITIES: Anatoli carries a set of magical binders, or cuffs, which, when placed on the victim's wrists, will render the wearer unconscious until they are removed.

3. MECHANICS OF THE PRESS GANG.

WHERE ENCOUNTERED: Anywhere.

NUMBER ENCOUNTERED: One Press Gang (unique), with all five members present.

DURATION OF VISIT: A very short period, at the discretion of the G.M. After a limited span of time the Press Gang will involuntarily return to its masters (the Great Musthumper will return to the Cornucopian battlefields and regain consciousness there), taking with them any recruits they control at that time. The Gang will seize no more than two recruits from any locale.

ACTIONS: Upon arrival the Press Gang will waste no time in launching either a physical attack from Dalfour's stun rifle, or a magical spell from Katheel. These attacks are



The Chaos Wars Press Gang, 1. to r.: Musthumper, Dalfour Exee, Katheel, the Dimension Dancer, Sidewinder, and Anatoli Dolokhov.

intended to temporarily disable a potential target to permit the Press Gang to grab him. The Gang will not inflict undue casualties, and will seek to minimize the impact of their intrusion; they will fight only defensively unless their mission requires combat. There is no replacement ammunition for the AK-47, so this weapon will be used only as a last resort.

4. G.M.'s OPTIONS.

A. Musthumper. His erratic behavior ties in with the Press Gang's unexplained mode of transportation. If he is hit with a liberal dose of water in the face, he will immediately regain his senses, wondering where he is. With Musthumper's concentration broken, the Press Gang will immediately dematerialize along with any recruits they've managed to capture.

B. The double agent. Anatoli Dolokhov is an agent for yet another faction in the Chaos Wars. If he determines that a recruit will upset the balance of forces engaged in the Wars, Anatoli Mikhailovich will make a subtle move just before departure to free the recruit, making it seem that his own clumsiness is to blame. This is risky business and Anatoli will rarely chance it.

C. If the adventure group contains advanced-level player-characters, the G.M. may wish to adjust the Press Gang's stats and abilities upwards.

Character Stats FOR THE WARLORDS

phoenix, at the next morning's dawn.

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	4*	8	4	8	6

Notes: Sir Rogier may lead any lawful unit.

If slain in battle, he is available to the army of his commander again for subsequent battles.

GERALDORN BEASTLORD

...A rough-hewn character who can hardly be said to have any real alignment at all, Geraldorn reputedly has the ability to assume animal form at will.

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	5*	8	4	8	4

Notes: Geraldorn may lead any non-aligned unit.

GRIMSKULL THE REAPER

...Again, not firmly aligned, but certainly a grim character whom no one would be very happy to see. Wounds from his fell sword require twice the normal amount of time to heal, and he wears a skull for a helmet.

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	4*	8	6	8	6

Notes: Grims skull can lead any chaotic unit but especially favors undead troops (which he can lead even in the absence of a necromancer). Undead troops led by Grims skull receive an additional +1 on morale rolls due to the presence of priest or angels.

BLASAVIUS DRAGONLORD

...A somewhat chaotic character with a strong affinity for dragons. He wields twin swords which, when used together, make Blasavius immune to their breath attacks.

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	5*	10	5	8	6

Notes: Immune to dragon flame. Blasavius may lead any chaotic unit.

CHURUN

...Just what exactly is this character? Is this a man, a machine, an insect? Or parts of all three, as he appears? His alignment is as unclear as is his physical nature!

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
4	4*	8	4	8	4

Notes: Churun may command any chaotic units.

HELIUS HELIONARIUS

...A major force on the side of Lawful Good, called "The Son of the Sun" because he is reputedly descended from the Sun God. He does draw uncanny strength from light and the sun.

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	3*	6	3	8	5

Notes: 3" circle of light equivalent to the magic spell continually surrounds Helius. Each Light spell cast upon him restores one Vitality point.

COUNT CALIBURN of the CHAYGRIS

...About as lawful and good as it's possible to be, Count Caliburn has adopted the unicorn as his personal symbol and represents right, justice and chivalry.

Armor	Magick	Prowess	Vitality	Move(")	Cost
4	3*	6	3	8	4

Notes: The Count may lead any of the forces of good.

LORD NIMROD, WEAPONMASTER

...A weapons specialist! Completely unaligned and able to master any new weapon in a matter of hours.

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	6*	12	6	8	7

Notes: Nimrod may command any unit except undead. He can also detect any magical weapons within 12 inches.

☐ All right, ENOUGH! I can no longer hold out against Ral's efforts to seduce my brain into joining the 1986 RAL PARTHA COLLECTOR'S CLUB. I surrender my soul completely, as well as a check or money order ("No cash!" -RAL) for \$5.00... But it's okay! Membership entitles me to my 1986 Collector's Figure set, four big issues of the Pipeline, one each of the Fantasy and Historical catalogs as they're published, and no end of useful wargaming wit and wisdom.

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Extreme Lower Dungeon
5938 Carthage Court
Cincinnati, OH 45212



THE CHAOS WARS™ WAR BULLETIN 2

It is chiefly through the writings of the scribe Romanni - known as Romanni the Wanderer - that we follow that progress of the great cataclysm on the land which men have called the Chaos Wars. Through the Wanderer's terse prose we learned in the last issue of the War Bulletin of the Wars' origin; of how the mighty balrog lord Ral lusted after the fabled Chalice of Lentagern and the all-encompassing magical power which it might bestow.

Good men had already been swept up in the maelstrom of fury surrounding this legendary, magical artifact. The original Battle for the Chalice of Lentagern was the first clash of arms concerning it; Romanni's writings introduced us to the Red Prince, High Lord Roderick, whose good intentions for his people and the Chalice were opposed by the greed and ambition of the Dark Duke, Torin. It was at Mount Lang, at the northernmost edge of the Benden Woods, that they arbitrated the issue between them with strokes of steel; and so the first blood of the Chaos Wars was shed.

Shortly thereafter, Ral, Lord of the Balrogs, was lured from his extradimensional lair and descended with all his fury on the Abbey of Calthway, resting place of the Chalice. Of the events that transpired there you have already heard.

Now the trouble spread further. The Benden Woods themselves were the next to

feel the pressure of encroaching, engulfing Chaos. Within the deep, murky safety of these woods, the Elves of Benden had sung their lore and woven their magic for generations uncounted, storing their wisdom and their power in their beloved Heart-trees, forever renewing their bond with the wood that gave them birth and home. Great was their power, but great also was their pride, so that they failed to perceive the danger when it made itself known. To quote from the chronicles of the Wanderer:



"...Ansansar the trader was the first of the Benden Elves to perceive the danger. His caravans reported increased unrest among the always-hostile orcs in the neighboring hills. Raids were more frequent, as if the orcs had some bold new leader - yet captured raiders reported their leader still to be Korg.

"Ansansar felt that something was amiss.

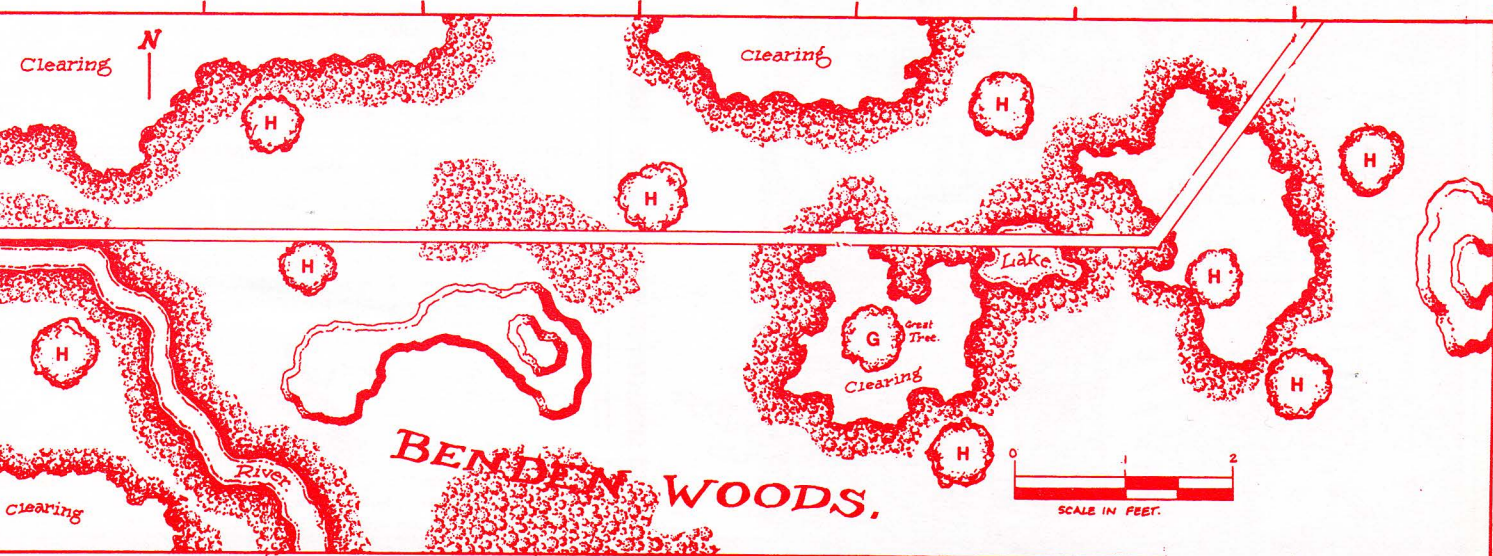
"The trader brought his fears before the Council. The elder elves dismissed his concerns in their pride. The prince-ling Danlas Highbrow spoke to support Ansansar, however: he reported tales of a tall stranger in the camps of the orcs and warned that was would come to the forest of the orcs were not exterminated. The Lords of Benden chided him for his anxiety and dubbed him 'Grimrede' in jest.

"It came to pass that the grim counsel of Danlas was good counsel. Shortly after the solstice, wary riders were encountered in the woods - harbingers of woe to come."

Geviririon, the Champion of Chaos, had made his first appearance on the dimensional plane of elves and men, and was loose on the world. So, too, was Danlas Grimrede - a permanent errant now, with his hardy band of faithful elf knights, grimly committed to opposing this spread of confusion and calamity.

Other horrors are now loose as well.

With the Ral Partha release of the boxed figure, we learn of the Necromancer's Throne of Bone (10-415) - a malignant collection of the undead, a fantastic vehicle composed of legions of skeletons! The forces of Chaos have a devastating new weapon in this fell device and a grim follower in Lord Benithrok, the once-noble soul who now sits at the center of the Throne. Of their powers, and their role in the developing Chaos Wars conflict, there will be much to tell.



Danlas Grimrede is the highest-ranking survivor of a group of elves whose forest was burned and destroyed by legions of chaos under command of Geviririon, the champion of Chaos. He now leads the survivors across the ridge of the world, fighting chaos wherever they find it. Danlas has become an efficient and ruthless commander and has no time for frivolity. He thinks little of anyone not dedicated to stamping out the chaotic forces loose in the world.

WHERE ENCOUNTERED: anywhere Chaos may be attacked.
NUMBER ENCOUNTERED: 1 (unique), but with 40-60 horsemen and 200-240 archers.
HIT POINTS: 20
ARMOR: elven chain under the tattered remains of his high court garb.
WEAPONS: enchanted sword "Moonkiss" (2d6)
ATTACK CHANCE: 75% + 15% for the sword
SPECIAL ABILITIES: Danlas has learned a smattering of magic, mostly concealment and location spells.

Battle Stats for The Rules According to Ral for Fantasy Battles.

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	2*	6	6	8	3

Notes: Danlas may lead any elf unit.

Danlas Grimrede's archers (02-014) 50

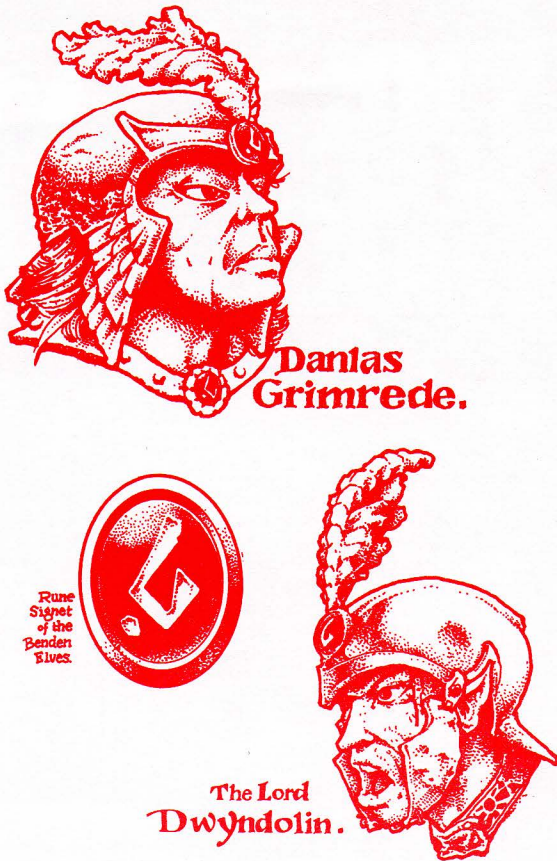
ARMOR	MOVE(")	TYPE	COST
2	8	Foot yeoman archers	48 troop points

Notes: +1 on morale rolls when attacked by chaotic troops or creatures.

Danlas Grimrede's Cavalry (02-025)

ARMOR	MOVE(")	TYPE	COST
3	10	mounted knights	42 troop points

Notes: +1 on morale rolls when attacked by chaotic troops or creatures.



Zentazz is the premier member of the order of chivalry known as the briarose knights. He is consort to the Queen of Beauty, Leanna, and thus battle-leader of the order. Zentazz is a good tactician, although his strategies are less than inspired. His fighting abilities are good and his chivalric behavior second to none.

The briarose knights are dedicated to the ideals of chivalry. They aid the oppressed wherever they fly. These knights are closely bonded to their steeds in secret ceremonies; one of the results of these bonds is that the giant bees respond to their riders almost as if a telepathic link had been forged. When not flitting about the countryside looking for good deeds to do, the knights aid their bees in tending the hive and the queen, as well as tending their own ladies and the Queen of Beauty, who rules the order.

WHERE ENCOUNTERED: Where good deeds need doing.
NUMBER ENCOUNTERED: 1 (Zentazz is unique)
HIT POINTS: 30
ARMOR: plate
WEAPONS: holy sword (+25% to hit, d10+5 damage)
ATTACK CHANCE: sword 65+25%

Battle stats for The Rules According to Ral for Fantasy Battles:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	2*	5	2	12/16	3 fantasy + 7 troop points

Battle stats for the briarose knights:

ARMOR	MOVE(")	TYPE	COST
3	12/16	aerial mounted knights	42 troop points

Zentazz
the briarose knight.



GRENDL.

Grendels, like hecatons, are a type rather than an individual. Grendels are outcast, mutant trolls. They dwell alone in the wild places and hate all races which dwell in communities. Grendels are fierce fighters with little regard for their own safety. In fact, scholars speculate that their intelligence is too low to even include the concept of personal safety. Despite this, they have been known to lay ambushes for travelers and use crafty battle tactics, so perhaps the scholars have underestimated them.

WHERE ENCOUNTERED: dismal fens and desolate marshes.
NUMBER ENCOUNTERED: 1
HIT POINTS: 3d6+20
ARMOR: as mail plus shield
WEAPONS: fangs (2d4) and claws (1d8 each)
ATTACK CHANCE: 45% bite; 2 claws 65%
SPECIAL ABILITIES: Movement is normal in swamps and water; regenerates 3 hit points per turn, if still alive; enhanced sense of smell; aura of sleepiness (any characters within 15 feet must make a saving throw as against a spell, or become drowsy and fall asleep).

Battle stats for The Rules According to Ral for Fantasy Battles:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	1*	3	4	8	4

Notes: Movement is not affected by swamps or rivers; regeneration: if alive at end of turn, recovers 1 Vitality point; sleep magic does not function on battlefield.



Staridrim, the Drow Elf Lord

Staridrim is a drow elf mercenary. His grim visage, sharp tongue, and short temper are well known even in the realms of men. He is also well known for holding a grudge against anyone he feels has slighted him by word or deed. His high opinion of himself and his heritage has led him to harbor ill will for many. His revenges are always well-planned and exquisitely timed, even if sometimes long in coming. He is rarely in a hurry, for the drow are long lived, even for elves.

Staridrim leads a band of drow knights. These warriors are absolutely loyal to him and any would gladly give his life for the elf lord.

Staridrim is infamous among the Twelve Kingdoms of Elfland for his role in the destruction of Benden Woods.

WHERE ENCOUNTERED: anywhere.
NUMBER ENCOUNTERED: 1 (unique)
HIT POINTS: 35
ARMOR: elven plate (plate +2)
WEAPONS: Elven warhammer (1d10+2)
ATTACK CHANCE: warhammer 75%
SPECIAL ABILITIES: Staridrim is a first circle magician as well as a powerful fighter.

Battle Stats for The Rules According to Ral for Fantasy Battles:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
4	3*	6	3	12(mtd.)	5 fantasy +4 troop points.

Notes: Staridrim functions as a Rank 1 wizard as well as a Rank 3 champion; he may lead any drow elf unit.

Battle stats for Staridrim's retainers:

ARMOR	MOVE(")	TYPE	COST
3	10	Elf mounted knights	42 troop points



THE NECROMANCER'S THRONE OF BONE.

The Throne of Bone comes from somewhere beyond the world's boundaries. It is an artifact (or perhaps an entity) of immense necromantic power.

The current master (or perhaps victim) of the Throne is the self-styled Lord Benithrok. Benithrok was originally a scholar of magical history, part of an expedition that travelled beyond the western mountains. What happened there is a mystery, for Benithrok is the only known survivor of a group which included many fine and powerful heroes. Thirteen months after the expedition left, Benithrok appeared seated on the Throne. Under his orders, minions of the Throne sacked and burned the border town of Keralsburg and the victims of this great quell became new minions of the Throne. Benithrok's depredations have continued. His skeleton army has scattered many forces sent against him, driven their proud banners into the dust, and increased its number from their dead.

Seated on the Throne of Bone, Benithrok exhibits the powers of a mighty necromancer, whereas before he showed little magical talent. His cruelties and wickedness have already become legendary whereas before he was known for his gentleness and generosity. His swollen and flaccid flesh contrasts markedly with the spare ascetic described by his former friends. He has become a terror to the world.

WHERE ENCOUNTERED: where you would least want him.

NUMBER ENCOUNTERED: 1 (unique)

HIT POINTS: 200

WEAPONS: skeleton warriors

ATTACK CHANCE: 40%

SPECIAL ABILITIES: Skeleton warriors may be released in almost unlimited numbers from the Throne's mass. The Throne also confers the powers of a 12th Circle necromancer upon its chosen "Master."

Battle Stats for The Rules According to Ral for Fantasy Battles:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	12	12	12	8	27

Notes: The Throne makes its "owner" a Rank 6 Necromancer for magical capabilities. If the Throne is destroyed, he or she is destroyed as well. The Throne may detach skeletons as foot yeoman units at the cost of reducing its own ratings. No rating can be reduced below zero. Each unit detached reduces the Throne's stats as follows:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")
0	-2	-2	-2	-2



Units may recombine with the Throne. Every six skeletons that recombine, regardless of the units of their origin, the Throne's stats are increased as follows until its original stats are reached. It requires twelve skeletons for each increase after that:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")
0	+1	+1	+1	+1

The War BulletinQUARTERMASTER CORPS.

Supplies for the Chaos Wars!!

MOUNTED ORCS:
02-093 Wolf Riders (4).....4.50

...And now the good folk!

BENDEN ELF FOOT KNIGHTS:

02-208 Sea Elf with sword.....1.25

BENDEN ELF ARCHERS:

02-201 Wood Elf with bow.....1.25

02-014 High Elf, firing bow (6).....4.50

02-003 Wood Elf, firing bow (6).....4.50

AERIAL KNIGHTS:

01-107 Briarose Knight, mounted on

bumblebee and on foot.....4.50

DWYNDOLIN:

01-311 Dwyndolin, the Sylvan Elf Warrior,

mounted and on foot.....3.00

ARTLYN:

01-308 Artlyn, the Sylvan Elf Thief,

mounted and on foot.....3.00

DANLAS GRIMREDE:

02-211 High Elf with sword.....1.25

FEALOR:

01-310 Fealor, the Greay Elf Warrior,

mounted and on foot.....3.00

LEOREL the elf wizard:

01-312 Ardriel, in three guises.....3.00

ELF CHARIOT:

02-010 The Elf Chariot.....10.00

UNICORN appearing in scenario:

02-909 Unicorn.....2.50

Our first Convention Scenario for the Chaos Wars depicts the Battle of Benden Woods, and permits you to experience - or prevent - the destruction of that forest. Here are the figures used to represent the characters in this scenario, so that you can see which of them you already own, and which ones you still need to play the scenario.

KORG and BUNG, orc leaders:

01-141 The Black Prince's Orc Guard (2)

.....2.50

STARIDRIM:

01-307 Staridrim, the Drow Elf Lord,

mounted and on foot.....3.00

WEG the orc wizard:

01-115 Half Orcs (4).....4.50

SLASHER the grendel:

01-097 Grendel.....2.50

KRUM the giant:

01-052 Hill Giant.....4.50

ORC WAR MACHINE:

02-078 The War Machine.....20.00

GEVIRIRION, the Chaos general:

01-125 Champion of Chaos, mounted and

on foot.....4.00

ORC FOOT KNIGHTS:

02-072 Orc swordsmen (6).....4.50

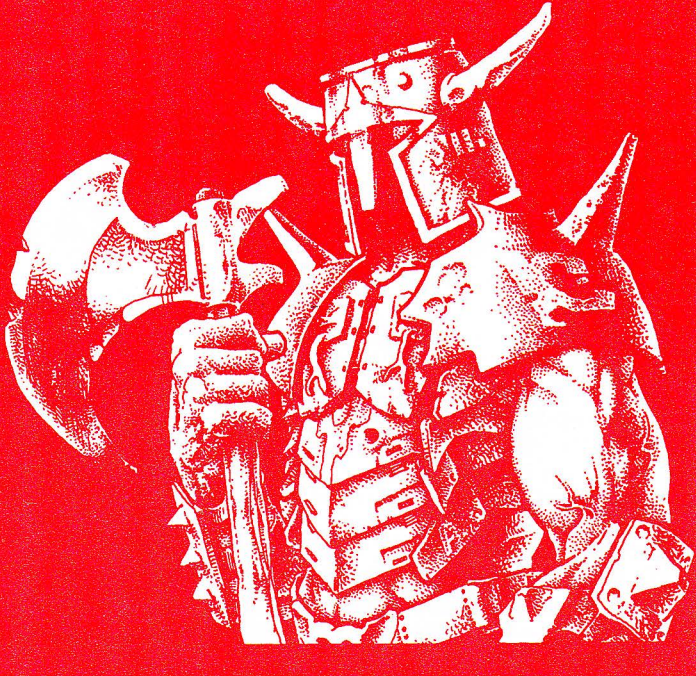
ORC FOOT PEASANTS:

02-065 Orc Melee Troops (6).....4.50

ORC ARCHERS:

02-050 Goblin-Imp skirmishers (6)...4.50

GEVIRIRION.



Geviririon, Champion of Chaos 01-125.

Geviririon is a master of the legions of Chaos, able to calm, regiment, and direct even the most notoriously testy, volatile and independent creatures of chaos.

In service to Chaos for uncountable years, he is no longer quite human. He is also more than a little mad. He rides and slays at Chaos' command and no longer knows or cares why.

Geviririon's armor protects him as normal plate armor and is enchanted to sustain him through any battle, healing up to 10 points of damaga every melee round. He no longer removes it and none living is sure what he looks like underneath. Most folks don't want to know.

The Champion of Chaos was one of the first of the extra-planar beings to appear in the Chaos Wars. At first alone or with small bands of indigenous beings, he raided and spread destruction. As the dimensional rifts increased in size and frequency, the forces he led swelled, reaching the size of armies.

WHERE ENCOUNTERED: Anywhere.

NUMBER ENCOUNTERED: 1 (unique)

HIT POINTS: 35

ARMOR: Hide as leather +1; magical plate (see above)

WEAPONS: Claw (1d6+3); great axe (2d8+3)

ATTACK CHANCE: 90% for all attacks.

SPECIAL ABILITIES: 30% chance to pervert the nature of any spell cast

at him (GM's discretion as to the nature of the perversion).

Battle stats for The Rules According to Ral for Fantasy Battles:

ARMOR	MAGICK	PROWESS	VITALITY	MOVE(")	COST
3	8*	8	7	8 or 12	7 fantasy + 2 troop points if mounted

NOTES: If a spell fails against Geviririon's magick, roll 2d6. If the result is less than 8, the spell will be perverted. The magic armor restores 2 Vitality points per turn. Geviririon may serve as a leader for any creature or unit allied with Chaos and adds +1 to morale and rally die rolls. When mounted, he adds +1 to one of his melee prowess dice.

WEAR THE UNIFORM OF THE CHAOS WARS.

...The ideal garment to drape the graceful torso of a Sylvan Elf, the hunched and menacing form of a foul Orc, or your own body: the fiery red CHAOS WARS T-SHIRT. Designed and produced by the Ral Partha Enterprises art department, this bold shirt comes in Small, Medium, Large, and Extra Heroic proportions, and can be YOURS for a mere \$6.00. See them cropping up at conventions across the land, and don't be left without one!

CHAOS WARS T-SHIRT.....6.00



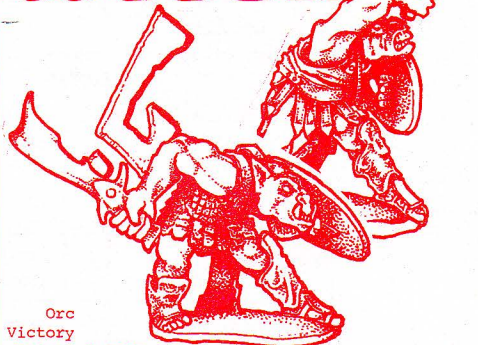
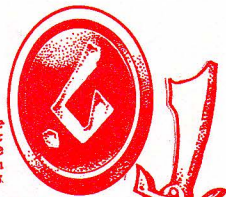
CHAOS WARS

CONVENTION SCENARIO #1

The Destruction of Benden Woods.

PLEASE NOTE: THIS SCENARIO IS INTENDED FOR USE WITH THE RULES ACCORDING TO RAL FOR FANTASY BATTLES, AND INCLUDES THE 10-222 FANGS OF FURY, ONE OF THE "FREE COMPANIES"... BOTH OF WHICH WILL BE RELEASED THIS SUMMER.

Pure Spirit of the Benden Elves



Orc Victory Points Result
4-0 Elven victory
1-10 Elven pyrrhic victory
11-20 Draw battle, Chaos strategic advantage
21-30 Chaos victory
>30 Total victory to Chaos

BENDEN ELF FOOT KNIGHTS
02-208 Sea Elf with sword.....1.25
BENDEN ELF ARCHERS
02-201 Wood Elf with bow.....1.25
02-014 High Elf, firing bow (6).....4.50
02-003 Wood Elf, firing bow (6).....4.50

AERIAL KNIGHTS
01-107 Briarose Knight, mounted on bumblebee and on foot.....4.50

DWYNDOLIN
01-311 Dwyndolin, the Sylvan Elf Warrior, mounted and on foot.....3.00

ARTLYN
01-308 Artlyn, the Sylvan Elf Thief, mounted and on foot.....3.00

DANLAS HIGHBROW
02-211 High Elf with sword.....1.25

FEALOR
01-310 Fealor, the Grey Elf Warrior, mounted and on foot.....3.00

LEOREL
01-312 Ardriel, in three guises.....3.00

ELF CHARIOT
02-010 The Elf Chariot.....10.00

UNICORN
02-909 Unicorn.....2.50

...From the Chronicles of Romanni the Wanderer.

Ansansar the trader was the first of the Benden Elves to perceive the danger. His caravans reported increased unrest among the always-hostile orcs in the neighboring hills. Raids were more frequent, as if the orcs had some bold new leader - yet captured raiders reported their chief still to be Korg.

Ansansar felt that something was amiss. The trader brought his fears before the Council. The elder elves dismissed his concerns in their pride. The princeling Danlas Highbrow spoke to support Ansansar, however: he reported tales of a tall stranger in the camps of the orcs and warned that war would come to the forest if the orcs were not exterminated. The Lords of Benden chided him for his anxiety and dubbed him "Grimrede" in jest.

It came to pass that the grim counsel of Danlas was good counsel. Shortly after the solstice, warg riders were encountered in the woods - harbingers of woe to come.

The Destruction of Benden Woods recreates the battle which shattered the power of the Lords of Benden. It is notable in the Chronicles of the Chaos Wars as it was the first full-fledged battle involving Geviririon, the Champion of Chaos. Here, too was seen the first of the dimension-roving mercenary bands known as the Free Companies.

*The battlefield, except for the indicated clearings and water features, is considered to be wooded. The woods have the following effects:

Low light conditions: orcs operate without morale minus.

Archery range reduction: Chaos 6"
Elves 8"

Each 1" of woods thus counts as 2" of range for firing into woods. Archery fire may not be directed against aerial units except in clearings.

The clearings have light, so any orc unit at least partially in a clearing suffers daylight penalties.

Ten "Heart-Trees" are indicated. These are the receptacles of elven magic and centers of elven religion. The Great Tree is the heart-tree of the community as a whole. The Chaos forces must destroy the trees to break elvish power in the area.

The Great Tree is worth 10 points. Each heart-tree is worth at least 1 point. The elf player(s) secretly assigns point values to each heart-tree from a pool of 25 points. Each tree must have no less than one point and no more than 3 points assigned to it.

The Chaos player may destroy a tree and gain its victory points if he can attack it during the melee phase with an unmolested unit or individual. The destruction of the tree is uncontested if no elf unit is in contact with the tree or the unit attempting the tree's destruction.

Here are the actual Ral Partha figures used to represent the characters in this Convention Battle Scenario.

KORG and BUNG
01-141 The Black Prince's Orc Guard (2).....2.50

STARIDRIM
01-307 Staridrim, the Drow Elf Lord, mounted and on foot.....3.00

WEG the orc
01-115 Half Orcs (4).....4.50

SLASHER
01-097 Grendel.....2.50

KRUM
01-052 Hill Giant.....4.50

WAR MACHINE
02-078 The War Machine.....20.00

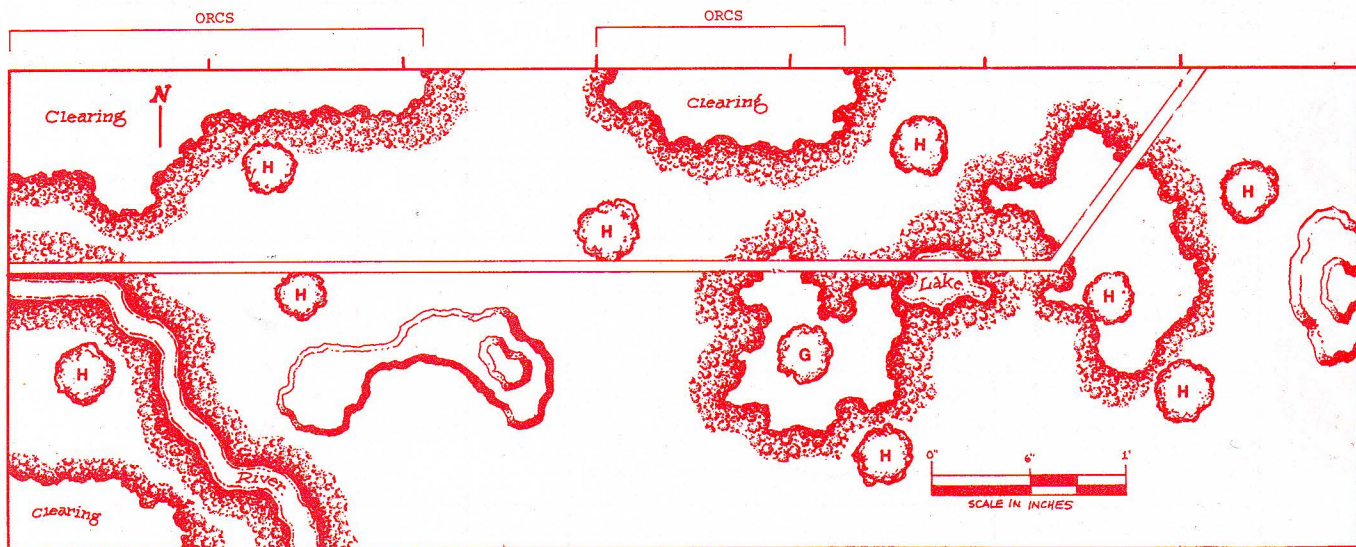
GEVIRIRION, the Chaos general
01-125 Champion of Chaos, mounted and on foot.....4.00

ORC FOOT KNIGHTS
02-072 Orc swordsmen (6).....4.50

ORC FOOT PEASANTS
02-065 Orc Melee Troops (6).....4.50

ORC ARCHERS
02-050 Goblin-Imp skirmishers (6).....4.50

MOUNTED ORCS
02-093 Wolf Riders (4).....4.50



G = Great Tree. H = Heart Tree.

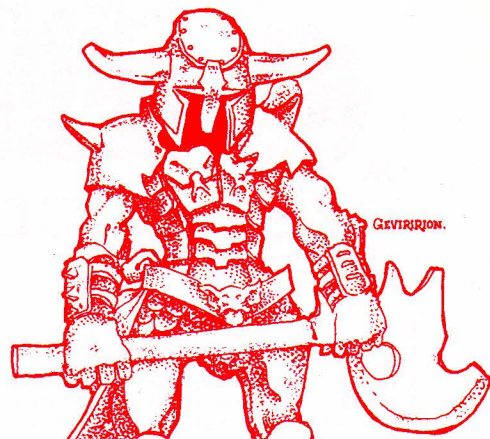
Elves set up below white line; chariots and Dwyndolin must set up in the Great Tree clearing; Briarose Knights must set up in a clearing and they may not be airborne at the start of the game.

TROOPS

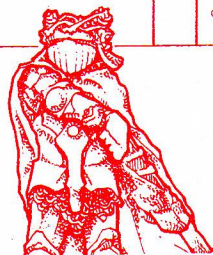
Korg's Orcs	Armor	Move (")	Modifier	troop
foot knights (orc).....	3	6	+1	48
foot yeomen.....	2	8	+0	24
foot peasant.....	2	8	-1	12
foot yeoman archers.....	2	8	+0	36
foot peasant archers.....	2	8	-1	24
mounted yeomen (wargs).....	2	12	+1	24
mounted peasants (wargs).....	2	12	+0	18

Fangs of Fury	Armor	Move (")	Modifier	troop
foot knights (beastmen).....	3	6	+1	60
with unit standard.....				2

Staridrim's retainers	Armor	Move (")	Modifier	troop
mounted elf knights.....	3	10	+2	42
				290



Name	Rank	Type	Armor	Magick	Prowess	Vitality	Move (")	Cost	Fantasy
Korg (orc)	2	champion army leader	3	1*	4	2	8	free	2
Bung (orc)	1	champion colonel of orcs	3	1*	2	1	8	4	1
Br'n (beastman)	3	champion captain of Fangs of Fury	3	2*	6	3	8	2	3
Staridrim, mounted (elf)	**	drow elf captain to his retainers **functions as Rank 1 wizard	4	3*	6	3	12	2	5
Weg (orc)	2	wizard	2	4	2	2	8		8
Slasher		grendel	3	1*	4	4	8		5
Krum		giant	2	1*	4	4	8		5
War Machine		...archery prowess of 1	3	0	4	8	6		7
Geviririon, mounted		general to Chaos	3	8*	8	7	12	2 6 308	7 42



Benden Elves	Armor	Move (")	Modifier	troop
foot knights.....	3	6	+1	60
2 foot yeoman archers.....	2	8	+0	96
2 foot peasant archers.....	2	8	-1	72

Allies	Armor	Move (")	Modifier	troop
Briarose Knights.....	3	10/16	+2	42
aerial mounted knights (human)				

Name	Rank	Type	Armor	Magick	Prowess	Vitality	Move (")	Cost	Fantasy
Dwyndolin (elf)	3	champion, mounted army leader	3	3*	6	3	12	2 free	3
Artlyn (elf)	2	champion colonel of elves	3	2*	4	2	8	4	2
Danlas (elf)	2	champion colonel of elves	3	2*	4	2	8	4	2
Fealor	3	champion	3	3*	6	3	8		3
Zentazz (human)		champion colonel of knights ...has magic sword	3	2*	5	2	12/16	4 4	3
Leorel (elf)	3	wizard	2	7	3	3	8		9
2 elf chariots		...Archery prowess of 2; morale as mounted yeomen	3	1	6	3	10		18
Unicorn			2	3*	6	4	14		6

RAL PARTHA ENTERPRISES



WAR BULLETIN

RAL PARTHA -- RAL PARTHA -- RAL PARTHA -- **FALL 1987** -- RAL PARTHA -- RAL PARTHA -- RAL PARTHA

"PERILOUS FLIGHT"

At the time Severius Servon, embattled Warden of the East March, only sought to secure safety for his most treasured possessions. Thus weekly trade caravans began to convey modest amounts of riches, documents, and notables to the west along the Outreach Highway. Each trickle of wealth followed a four day trek to Westhaven, beyond dread Fellwood, the flood plain and the folly that was once the town of Torrent.

In turn Severius reluctantly parted with that most mysterious gem, a crystal said to be more valued by Servon than his three favorite wives. Under secret blood oath he entrusted its safe passage to swordmaster Bonétar. The next caravan left for Westhaven under the leadership of Bonétar and the mage, Legerdemain. A heavy guard escort and much speculation followed their departure.

Havoc struck on the third evening in the midst of dread Fellwood. Denizens of darkness, unspeakable abominations struck with blade, claw and horn. The furious onslaught threatened to overwhelm the guards hastily arranged defense. Swordmaster Bonétar's presence was commanding, traversing the battlefield, rallying troops, leading forays into the seething enemy mass. Suddenly the first wave of chaos crumbled and broke, retreating to regroup.

In twilight conference Bonétar assigned forces for rearguard defense and readied the caravan for flight. Legerdemain cast his magic spells to provide a storm hoping to cover their flight.

Horns and shrieks heralded the second chaotic wave's attack. The delaying rearguard force moved forward to engage. The trade caravan hurried westward. Lightning split a nearby tree, momentarily illuminating the impending clash. Thunder drowned all sound. The storm broke. In the confusion of battle and under cover of violent storm the caravan disappeared into the night. A perilous flight began.

Throughout the night Bonétar and Legerdemain tried in vain to keep the caravan together and moving. Morning found only a small remnant of the former trade caravan and guard huddled in the mist alongside the Outreach Highway just west of Fellwood.

Bonétar still retained the crystal, recalling his vow to deliver this gem to Westhaven. He rallied his men. Doom lay behind them in Fellwood. The safety of Westhaven lay ahead, beyond the shrouded flood plain. A perilous flight away.

Churun awoke in the midst and stretched, his tongue playing across his fangs. Around him great leathargic shapes stirred. Soon the rising sun would burn off this mist revealing the stark bleakness of the flood plain. It pleased Churun to raid so close to Westhaven. His Troglodytes ranged this basin bent on pillage and plunder. Nothing of worth remained after the fury of Churun's lizard raiders, yet he lingered on. A passion other than greed consumed Churun. With his presence the flood plain had become an evil place, and it pleased Churun. Yes, it was even said that the undead now stalked the lanes of desolate Torrent. Churun mused at his prowess. He was indeed skilled at his trade, and Churun sensed that today he would not be idle.

RULES SUPPLEMENT

USE OF STANDARDS IN RULES ACCORDING TO RAL Unit and Army Standards

Standards are bought with troop points. They are used for melee and morale modifications, and for rallying purposes. Various types of standards conform in function and cost with the Leadership Table (8:4.3) as follows:

Army Standard (cost: 8 troop points)

Adds leadership bonuses to, and rallies any unit in army when attached.

General Standard (cost: 6 troop points) Adds leadership bonuses to, and rallies any unit of a specified race when attached. Example: A general standard of humans affects only humans.

Regimental Standard - as Colonel (cost: 4 troop points) adds leadership bonuses to, and rallies any troop type (i.e. knight) of a specified race when attached.

Unit Standard - as Captain (cost: 2 troop points) Adds leadership bonuses to, and rallies only one specific unit when attached.

Standards must be attached to, and move with a unit they effect. Foot standards move 8". Cavalry standards move 12". Standard bearers are non-combatants, do not cost points themselves, and are not used in casualty calculation for the unit.

Standards may be captured, and may also be recaptured. Whenever 3 or more casualties are inflicted on a unit (with standard) by an attacker in one turn, the attacker may "waive" one of the casualties for an attempt to capture the unit's standard. Roll 1D6; on a result of 5 or 6, the standard is captured.

A unit which loses its standard must modify its morale check as though it lost its attached leader that turn (-1). A lost Army Standard causes a check as if lost army commander (-1) for applicable units.

Captured standards remain with the captors or are escorted off the field of battle. Their recapture does not cause morale modifications.

Optional Rule

Mounted Archer Unit Missile Attacks

This is an optional rule representing the flexibility of mounted archer units which use missile weapons.

A unit may fire in any direction. The unit may fire and still move up to one half of its normal movement. If a mounted archer unit fires during event III, moves in event IV, and is meleed in event V of the same game turn; it deducts 2 from its melee attack die roll.

TRADE CARAVAN FORCES

Troops

42-187 Escort Guard
Mtd. Yeoman (Holy Warriors)
42-181 Foot Escort
Ft. Yeoman
42-119 Teamsters*
Ft. Peasant (fanatics)

A

2
2
1

M"

12"
8"
8"

Melee Mod.

+1
0
-1

*Must be within 8" of caravan animals for fanatic bonus (3:8.4)



Cost:

30 troop pts.
24 troop pts.
24 troop points

Creatures

01-128 Camels (2)
01-128 Mules (2)

A

3
3

P

1**
1**

V

2
2

Magick

3*
3*

M"

8"
6"

Cost:

1 Fantasy pt. for both
1 Fantasy pt. for both

*Defensive only if animal is carrying crystal.

**Only if attacked, as for panic kicks.

Characters

01-128 Legerdemain (Wizard)
10-414 Bonétar Champion

A

2
3

P

1
6

V

1
3

Magick

3
3*

M"

8"
8"

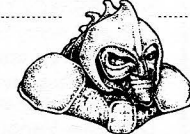
Cost:

3 Fantasy pts.
3 Fantasy pts.

*Defensive Magic only.

CHURUN and Allies

01-301, Troglodyte Raiders
thru 303 Mtd. Knight



A

4

M"

10"

Melee Mod.

+2

Cost:

42 troop pts.

10-414 Churun Champion

A

A

P

8

V

4

Magick

4*

M"

8"

Cost:

5 Fantasy pts.

*Defensive Magic only.

02-910 Lion

2

1

2

-

8"

1 Fantasy pt.

31-016 Bear

2

1

2

-

8"

1 Fantasy pt.

Special Plague Flies

2

1

1

-

4/10"

1 Fantasy pt.

Skeletal Bowmen of Torrent

02-043 Ft. Archers (Peasants)

A

1

M"

6"

Melee Mod.

0

Cost:

36 troop pts.

Table Size 3' x 6'. The flood plain.

Victory Conditions:

Bonétar and/or Legerdemain must exit the western edge of the table within 6" of either the Outreach Highway or the Trade Trail. Either one of these characters must have possession of the gem when they exit.

Churun must prevent their movement off the table.

Initial Deployment:

Churun and the Troglodytes begin in the swamps east of the river. His player secretly records whether they are north of the Trade Trail or south of the Trade Trail. After their position is so noted the trade caravan enters at the northeast corner (edge of Fellwood) on the Outreach Highway. The trade caravan moves one move, then Churun and the troglodytes are placed on the table at the prerecorded position. Proceed with normal game turns.

Churun Allies:

Plague Flies: Churun must be in the swamp east of the river and north of the Trade Trail to call these. He calls these in Event II. Initially roll 1D6; a roll of 4 or 5 yields one fly; a roll of 6 yields two. If less than two flies are produced, Churun may again attempt a call. To do this Churun must be in the swamp east of the river and north of the Trade Trail during Event II of a given game turn. Roll 1D6; a roll of 4, 5, or 6 produces one plague fly. These attempts may be repeated during subsequent turns under the same conditions until two plague flies are produced.

Bear: Churun may call forth the bear when within 12" of the bear cave. Its activation is automatic.

Lion: Churun may call forth the lion when within 12" of the lion lair. Its activation is automatic.

The Undead of Torrent: Churun may activate these whenever he choses. Roll 1D6; on a roll of 1 or 2 they appear in the cemetery, on a 3 or 4 in the ruins by the bridge, and on a 5 or 6 in the ruins by the ford. Once the undead bowman appear, they may operate only between the point of their appearance and the crossroads in Torrent.

Terrain Effects:

Highway movement bonus = A unit, creature, or character whose entire movement for a turn is along Outreach Highway receives a movement bonus of + 2" for foot and + 4" for mounted. There is no bonus for movement along the trade trail.

Other terrain effects: Hills (6:4.102), Woods (6:4.103), River (6:4.105), Swamp (6:4.107), Ruins (6:4.108).

Ral Partha presents two special value blister packs for this "Perilous Flight".

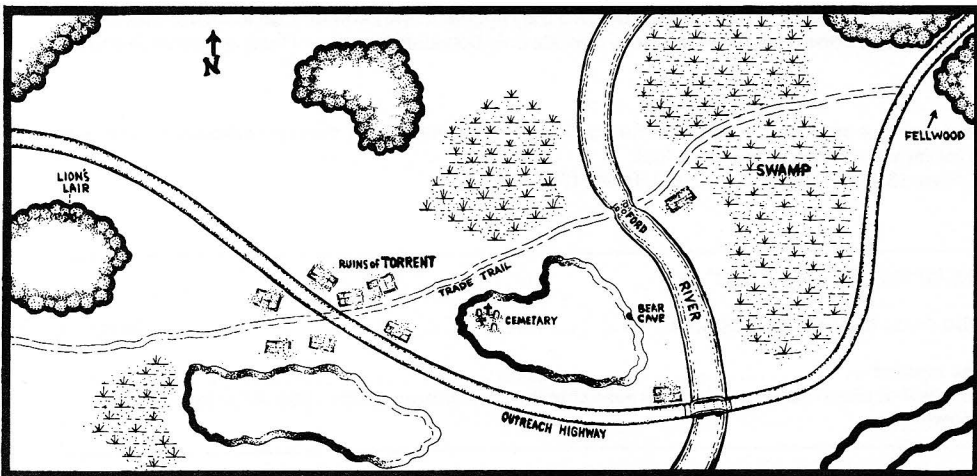
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99-011 "Perilous Flight" Personalities

Both the good and bad characters and creatures needed\$8.00

These special packs make fielding those needed forces that much easier, and will be available through January 16th, 1988. After that they will fade away quicker than the flood plain mist. Act now!!





A Ral Partha

WAR BULLETIN

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The Sacred Springs of Renmath

Spring

By Richard Kerr

1990

Among the Nyten-Theod, or animal folk, the only law was the way of tooth and claw, hoof and horn. Only under dire circumstances would the individual creatures sacrifice their private lives to gather against a common foe, and only an exceptionally charismatic and cunning leader could make them work together. Such a leader was Reynard the Fox, who had convinced them that only by coming to the aid of Prince Justinian could they hope to save the forest of Renmath, their home.

Another such leader was Skieth, of the Ratlings. He held his rodent race by his cunning, and craved power over all the Nyten. Yet, after years of scheming, the only allies he had gathered was a horde of giant harbor rats.

It was with such leaders as Skieth that the evil Witch Queen Ruby Two-Shoes built her army. She had Skieth captured and brought before her. Bound and quaking with fear, the Ratling awaited the horrible death he expected from the hands of all Humans.

But this Human was different. She spoke softly to him, stroked his dirty black fur, looked deep into his eyes, and whispered her magic into his ear. Like so many others, Skieth fell under her enchantments instantly. When she ordered his bonds removed, Skieth fell to his knees and kissed her feet. Yes, of course he would do *anything* for Ruby. *Anything*...

Reynard went to the side of the day-bed from which the convalescing Justinian directed the gathering of the forces of war.

"My friend," Reynard said, bowing low, "Forgive me, but I must leave you. Renmath is in dire danger."

Justinian was startled. "But the Marauders have never succeeded in entering Renmath before!" he exclaimed. "The forest itself has always defeated them."

"They have a guide," Reynard explained. "A traitor. Skieth the Ratling leads an army of his own kind and even uglier things to the heart of Renmath. He intends to defile the sacred springs and disturb the sleep of the dead." He hesitated, then added, "The Togoth, a necromancer of great power, marches with him. I must stop them."

Justinian nodded. "I understand. If I can help..."

Reynard shook his head. "Your troops would only slow me down, and I would arrive too late."

A voice from behind him disputed Reynard's claim.

"We would not slow you," said Beatrix Topaz, Captain of Rangers. "My ladies have been taught to move swiftly through the woods, by an expert."

A voice like the low wail of the desert wind came from the doorway. "I too can fly on the wings of the raven if need be," said the Mage With No Name, as he toyed with the safety on his crossbow. "And I have a score to settle with The Togoth."

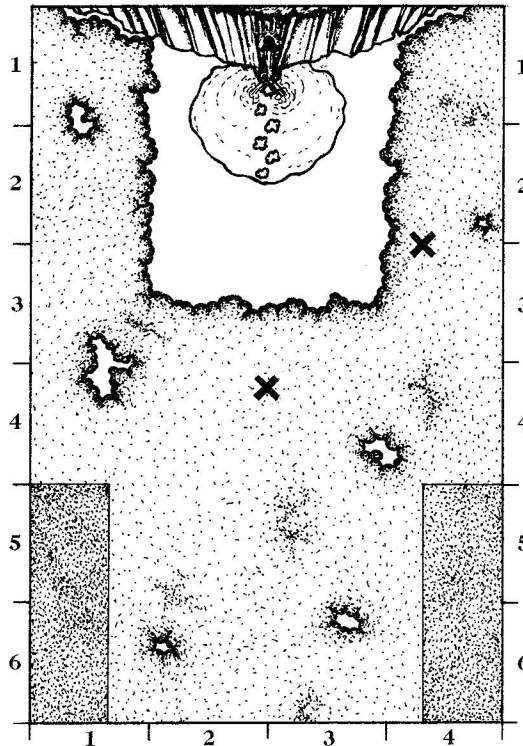
"My friends..." Reynard started, but could not finish, overcome by their generosity.

"Take them with you, Reynard," Justinian said. "As you have come to our aid, now let us help you."

THE MAP—the North end of the map is closed by a steep cliff. The holy spring flows from the face of the cliff. The spring and natural altar that it pours through are accessible only by a single narrow path over the pool that forms from the spring. The pool may not be entered or crossed by either side. A clear area surrounds the pool. The rest of the map is heavy woods. The Map is 4' x 6' (length runs north/south), and numbers surrounding the edge mark entry locations for reinforcements. The cave entrances for The Old One are located as indicated by the X marks.

SET UP—Reynard and his allies enter from the West side of the map. Skieth and his hordes enter from the east edge. All forces must enter from within 24" of the bottom edge. Troop entry areas are marked on the map by shaded boxes.

VICTORY CONDITIONS—Complete victory for the Marauders is to defile the spring (the effect of the defilement is to kill or wound the magical spirit of the forest, which will allow the invaders free passage through it). Reynard must prevent this, and drive the invaders from the area. Partial victory may be judged from partial defilement and numbers of troops and leaders removed from play. Additionally, the Marauders score points for every unit of undead beastmen summoned from the pool, the Nyten score points for every such unit banished or killed (more points gained if banished).



FREE SCENARIO

FREE SCENARIO

FREE SCENARIO

FREE SCENARIO

SPECIAL RULES—

1) Defiling the spring takes The Togoth three turns undisturbed at the altar. These do not need to be consecutive turns. Reynard may remove partial defilement in the same manner, at one turn per each turn spent by the Togoth.

2) As an alternate method of causing one step of defilement, the Togoth may order a unit of Broo to march into the pool. The unit must be within 8" of the Togoth and of the pool, and have a clear path to it. To enter the pool, the unit must make a morale check; they must roll a 3 or higher (normal modifiers apply). If they do not make the roll, they will break. The unit is immediately removed from play once they contact the pool.

3) The Togoth may, in any turn in which he is doing nothing else, and is touching the pool, bring forth one unit of undead beastmen from the pool. Each unit called costs him 4 magic points *which are lost permanently*. This takes place during the magic phase. The unit may appear adjacent to any 'shore' portion of the pool, and all figures must move completely out of the pool during the turn or be removed from play.

The Togoth also has the following necromantic powers; Restore Undead, Subvert Control, and Wrest Control.

4) Neither side has arrived with all of their forces. Reynard's forces are essentially militia that are being called up from the countryside. Skieth's allies have been delayed, lost, and in some cases destroyed by the forest, and will straggle in piecemeal. Every turn, after initiative is rolled and starting on turn 3, each side rolls a die for one unit of 'reinforcements'. Note there is a maximum number of certain unit types available as reinforcements. Once that number is reached, that result will be treated as 'none'.

REINFORCEMENT TABLE

DIE ROLL	NYTEN	MARAUDERS	MAXIMUM AVAILABLE:
1	Sm ANIMALS	RATS	GNOLES 1
2	Sm ANIMALS	RATS + extra roll*	BROO 1
3	NYTEN	GNOLES	RATS 6
4	NYTEN	BROO	RANGERS 1
5	RANGERS	RATS	NYTEN 2
6	Lg ANIMALS	RATS	Lg ANIMALS 4
			Sm ANIMALS (unlimited)

*Marauders may receive no more than two units of reinforcements per turn

Because all reinforcements have been 'scattered', forces from either side may arrive from *any* of the entry points. A die is first rolled to determine which of the three sides the unit appears at (1-2 = West, 3-4 = South, 5-6 = East). The second die roll determines exact entry placement, as shown by the numbers on the map edges. If both sides have units appear at the same place on the same turn, the units enter in contact. A unit does not have to contact a unit already on the map at the entry position unless that unit completely blocks the entry area for 4" on both sides of the entry point. Entering units may move and fight the turn they appear.

5) The sacred springs are just that, to ALL Nyten, including the Ratlings. It is the heart of the forest, where old Nyten come to die, giving up their spirits to become one with that of the forest. Traditionally, no fighting may take place within the clear area surrounding the pool. Nyten or Ratling units must make a morale check before rolling for an attack against a unit in this area; a roll of '1' is a failure. If the unit they are attacking is a Ratling or Nyten unit, or if it is a Nyten or Ratling Character, 1 point is subtracted from the die roll. This rule does not affect characters, bowfire, or use of magic. Note that failure to make this roll does not make the unit rout, they just can't attack their target unit that turn. A second target *may not* be selected if the chosen attack cannot be made.

6) The Togoth is immune to all normal missile fire except for the Mage With No Name's gun.

7) The forest itself is actively fighting the invaders, tangling their feet with vines, dropping branches on their heads, and leading them astray with mysterious paths. To reflect this, for each turn that Gnoles, Broo, or rat units (not Ratling) are not totally clear of the forest, during the morale check phase, a die is rolled for each such unit, and if the result is a 5 or 6, the unit suffers a casualty. This loss does not require an additional morale check. Broo, Gnoles, and rates have movement reduced to 6" while in the forest.

8) The harbor rats must start the turn within 12" of a Ratling leader to move or initiate melee. New rat units (reinforcements) coming on the board move directly toward the nearest Ratling leader until they come within 12" of him.

9) VICTORY POINTS

MARAUDERS

EACH TURN OF PARTIAL DEFILEMENT	= 60
EACH UNDEAD UNIT CALLED	= 48
ENEMY UNIT REMOVED FROM PLAY	= COST

RENMATH

ENEMY CHARACTER/CREATURE REMOVED FROM PLAY	= LISTED VICTORY POINTS
--	-------------------------

ARLIEDIAN/NYTEN

UNDEAD UNIT KILLED	= 24
UNDEAD UNIT BANISHED	= 36
ENEMY UNIT REMOVED FROM PLAY	= COST (includes Broo sacrificed to pool)

ENEMY CHARACTER REMOVED FROM PLAY	= LISTED VICTORY POINTS
-----------------------------------	-------------------------



ARLIEDIA/NYTEN-THEOD

CHARACTERS-

REYNARD THE ROGUE—(4th level Mage/3rd level fighter). For this scenario only. Reynard also acts as a priest in his ability to disrupt the undead beastmen, and in his relation to the sacred springs. Because he is actively aiding the forest with much of his strength, Reynard's magic is reduced to that of a second level mage. Reynard will die rather than relinquish the springs, but he has many tricks to lead his opponents astray.

- a) Any unit to which Reynard attaches himself may fight Undead as if they had a priest with them.
- b) Reynard, if he starts the turn in contact with an undead unit, may spend *all* of his magic points for that turn to banish them; the unit will then disappear. This banishment may not be countered. Reynard may not move in any turn he does this.
- c) If reduced to 1 vitality point, Reynard will assume his natural form; that of a small ordinary looking fox. In this form, he may not be attacked under any condition or even contacted, but he *may* be blocked (he cannot block movement of enemy units or characters himself). Once he assumes this form, Reynard may not melee, contact other units, reverse defilement, or cast magic, though he may add leadership benefits.

BEATRIX TOPAZ—(3rd level fighter). Beatrix, given a choice between defending the springs or saving Reynard will most likely (1-5 on D6) try to save Reynard. If Reynard is removed from play, she will 1st) kill Reynard's attacker and 2nd) defend the springs to the death.

THE MAGE WITH NO NAME—(4th level Mage/3rd level fighter). The character has a personal grudge against The Togoth. Unfortunately, he left Arlay in such a hurry that he left much of his magical trappings behind (he was low on rattlesnake venom anyway) and so he uses magic during this scenario as though he were 2nd level. He may use his gun against his foe, but knows that doing so will antagonize the Nyten against him. (50% chance for every Nyten or animal unit (not characters) within 8" of him to immediately attack him if he fires the gun, unless he *succeeds* in killing The Togoth with it). The gun will not function on the path leading to the altar or near the altar itself. The Gun is a single shot weapon. The Mage also has a crossbow with which he is quite competent.

BEORNE THE RATHER LARGE—Nyten Officer (2nd level fighter)

THE OLD ONE—(a Great Cave Bear) Creature. Oldest of the Nyten, The Old One disdains Humanoid form and fights only in his animal form. The Old One is the traditional guardian of the springs, but time moves slowly for him, so it may be several turns before he becomes aware of the threat. On the first turn, a die is rolled before movement to see if the character becomes active that turn (a roll of 4 or greater activates him). If he does not, each turn thereafter, the chance to activate him becomes one point better per turn, until he is automatically awake on turn 4. Once activated, he may be entered during movement from either of his cave entrances. Thereafter, he may enter any entrance during one turn, stay off the board for the next, then the turn after emerge from either of the entrances with full movement available. If routed, The Old One returns to the nearest cave entrance, where he will automatically self-rally. While in his cave, he has an armor class of 4, and he gets a +1 on all his melee dice.

**The Old One's claws act as +0 enchanted weapons

TROOPS-

- Beginning forces:
(all Nyten/Arliedian units move as normal in woods)
1 UNIT ARLIEDIAN RANGERS—as before, will become fanatic if Reynard is removed from play. A second unit has met with delays and is available under reinforcements.
2 UNITS NYTEN YEOMANRY
2 UNITS LARGE ANIMALS (Yeomen)
2 UNITS SMALL ANIMALS (Peasants)

Both Large and Small animals are assorted normal animals essentially controlled by the forest itself. For game purposes they act as a separate army allied to the Nyten. When routed they disperse immediately, with no Rally possible.

CHARACTERS									TROOP	VICTORY
NAME	ARMOR	MAGIC	MISSILE	MELEE	VITALITY	MOVE	COST	COMMAND ABILITY	POINTS	POINTS
REYNARD THE ROGUE	3	6**	-	6	4	8"	11	C-IN-C	0	80
BEATRIX TOPAZ	3	2*	1	6	3	8"	3	COLONEL OF ARLIEDIAN RANGERS	4	20
THE MAGE WITH NO NAME	3	6**	1***	6	4	8"	12	(none)	0	60
BEORNE THE RATHER LARGE	3	1*	-	4	2	8"	2	COLONEL OF NYTEN	4	10
THE OLD ONE	2	8*	-	5	8	8"	7	(none)	0	30
TROOPS									UNIT	COST
UNIT	TYPE		UNIT SIZE	ARMOR	MELEE MOD.	MORALE MOD.	MISSILE RANGE			
ARLIEDIAN RANGERS	FT. YEOMEN		12	2	-	-	12"	8"		48
NYTEN YEOMAN	FT. YEOMAN		12	2	-	-	-	8"		36
LG ANIMALS	FT. YEOMAN		12	2	-	-	-	8"		36
SM ANIMALS	FT. PEASANTS		12	1	-	-	-	8"		12

- *Defensive magic only
**Acts as 2nd level instead of actual 4th level
***May use gun instead—single shot, rolls 6 damage dice, range 6". May be magically enhanced

Note: Animals (large or small) that route disperse and are removed from play.

Ral Partha

MARAUDERS

CHARACTERS

SKIETH—Army commander, small time magician (4th level fighter, 1st level Mage). Skieth is a Nyten traitor who has been promised dominion over Renmath (and other favors), for his aid in opening the forest as a path for the Marauders to attack Arliedia. He is fanatically loyal to the witch-queen Ruby Two-Shoes, for the usual reasons. He has a personal grudge against Reynard, but will not allow that to get in the way of loyalty to his liege.

THE TOGOTH—(3rd level Mage + special necromantic ability) A powerful Broo magician who has some necromantic abilities. Coming from a race of twisted perversions, The Togoth is a natural for his position. Togoth's only goal on this mission is to desecrate the spring, and escape alive. He values nothing else, and is loyal to Ruby only as a means to his own goal of defiling as much that is good and pure as he can.

COLONEL ZHIN—Gnole Leader. (4th level fighter). While theoretically under the command of Skieth, Zhin has been ordered to keep his eyes on the Ratling and to kill him and take over if the traitor gets out of line. Zhin considers Skieth a rival and watches him closely, hoping the Ratling will do something 'disloyal'. Zhin values his own kind above his allies, and is most willing to let Ratlings and especially Broo die in place of Gnoles.

SKAVIT — Ratling Officer. (2nd level fighter) While a passable officer, Skavit is terrified of everything, down to and including his own shadow. He especially fears Skieth, and will do anything to avoid his anger. Skavit hates the Gnoles and Broo, and is very reluctant to desecrate the sacred spring. Skavit has a suit of strange looking non-metallic armor that he discovered while digging through a garbage heap. While it is actually police combat armor from another dimension, Skavit simply assumes it is magical. The armor is so filthy it is hard to tell it is anything special; the grime nearly obscures the mystic runes, 'N.Y.P.D.'

TOOLE-SOOTHAS—Broo Officer. (3rd level fighter). A typical Broo. Loyal as long as it gets him jobs where he can hurt things.

TROOPS-

- Beginning forces:
(Ratlings move as normal in woods. Broo, Gnoles and rats move at 6" if they start or end the turn with any part of the unit in the woods area.)
2 UNITS RATLING YEOMANRY
2 UNITS RATLING BOWMEN
1 UNIT GNOLE YEOMANRY
1 UNIT BROO YEOMANRY
1 UNIT HARBOR RATS Rout as per Animals.

CHARACTERS									TROOP	VICTORY
NAME	ARMOR	MAGIC	MISSILE	MELEE	VITALITY	MOVE	COST	COMMAND ABILITY	POINTS	POINTS
SKIETH	3	3	-	8	4	8"	8	C-IN-C	0	50
THE TOGOTH	2	9	-	2	4	8"	15	(none)	0	60
COLONEL ZHIN	3	4*	-	8	4	8"	5	GENERAL****	8	40
SKAVIT*****	4**	1*	-	4	2	8"	3	RATLING COLONEL	4	15
TOOLE SOOTHAS	3	2*	-	6	3	8"	3	BROO LEADER	4	15
TROOPS									UNIT	COST
UNIT	TYPE		UNIT SIZE	ARMOR	MELEE MOD.	MORALE MOD.	MISSILE RANGE			
RATLING YEOMANRY	FT. YEOMEN		12	2	-	-	-	8"		36
RATLING BOWMEN	FT. YEOMEN		12	2	-	-	12"	8"		48
GNOLAS	FT. YEOMEN		12	2	-	-	-	8"		36
BROO	FT. YEOMEN		12	2	-	-	-	8"		36
HARBOR RATS***	FT. PEASANTS		12	1	-	-	-	8"		12
UNDEAD BEASTMEN	FT. YEOMEN		12	2	-	-	-	6"		SPEC

- *Defensive magic only
**Magical armor
***Harbor rats disperse when routed as per small animals
****Colonel Zhin becomes C-in-C if Skieth is removed from play
*****Any time Skavit is attacked he must make a modified morale check (yeoman vs yeoman). If he routs, he will automatically self-rally at the end of the turn, but cannot rally other units until the next turn.

SKELETON ABILITIES

- 1) Ignore terrain
- 2) Never check morale unless attacked by magic, magical creatures (The Old One), a priest or unit lead by a priest (Reynard).
- 3) Causes a -1 morale check vs. units without a priest, or non-magical creatures play.

